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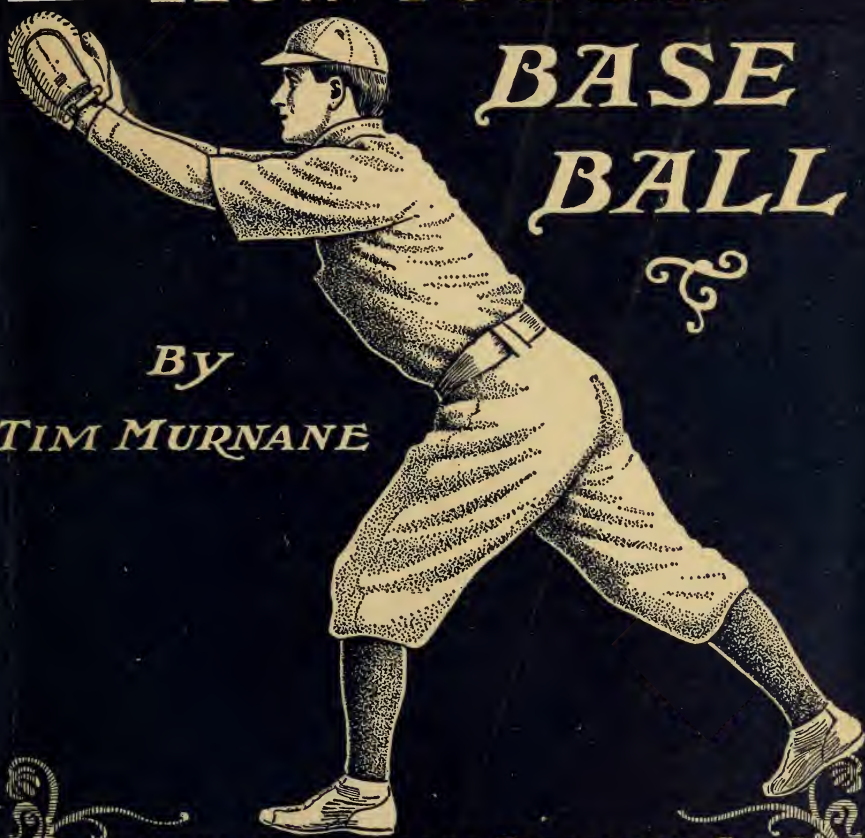
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HOW TO PLAY BASE BALL

By

TIM MURNANE



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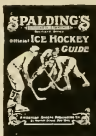
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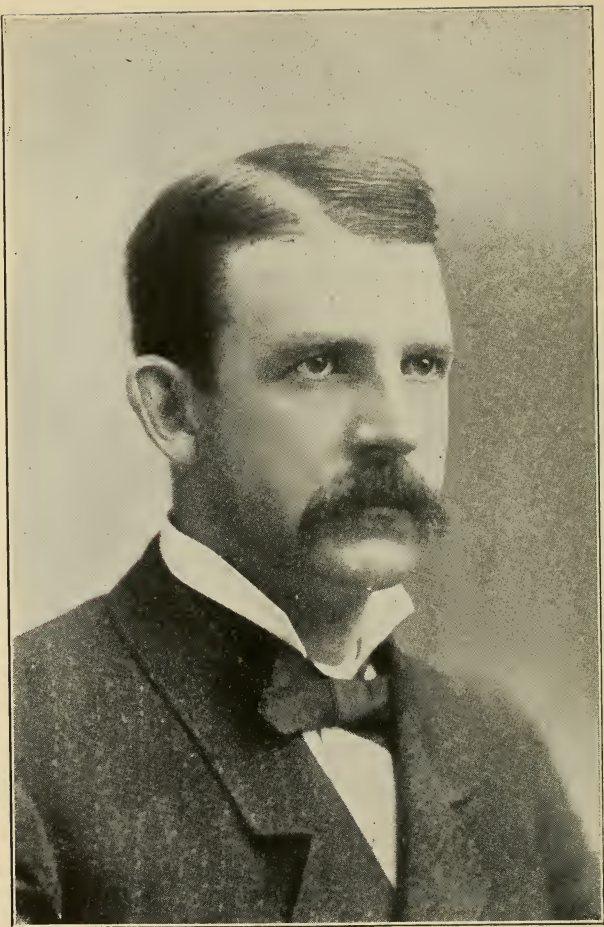
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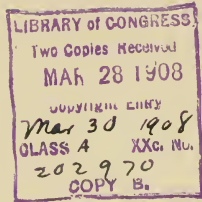
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GROUP I., No. 202

HOW TO PLAY BASE BALL

NEW EDITION

WRITTEN BY
TIM MURNANE

PUBLISHED BY THE
AMERICAN SPORTS PUBLISHING COMPANY
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T. H. MURNANE,

The editor of this book, was a famous old-time ball player, and is now one of the leading authorities on the game; is sporting editor of the Boston "Globe," President of the New England League, and member of the Board of Arbitration of the National Association of Professional Base Ball Leagues.

PREFACE

Twelve years an active player, and for the last nineteen years a reporter of major league games for the daily press, should place one in a position to tell the real from the counterfeit in Base Ball.

I claim no man is in a position to compare the present with the past if he has not witnessed the games of ten and twenty years ago, at a time when the great developers of the game were in their prime, and when the real genius was prominent.

I will endeavor to show how the game should be played to gain the greatest success for the club, and not the individual, for a team of stars would not be successful in a season's campaign against an inferior team, pulling together and handled intelligently.

By carefully noting the playing of the major league stars and winning combinations I have learned valuable lessons during the past season, for there are ever some new combinations being developed on the ball field.

Beside carefully noting the points I thought might be valuable for this little work, I have quoted the best I could find from the experience of some great players. All aimed to give the reader a thorough knowledge of the playing of the game from winning angles.

I have taken special pains to note the work of the successful pitchers, the clever batsmen, the run getters and the work of superior infielders.

One chapter is devoted to the disturbing element of the game and is just as important as any other for a team trying to gain a high position in the race.

The descriptions of the plays have been given in an off-hand manner, as the ball player as well as the fan seldom enjoys Base Ball screeds or stories dished up in pure English, without the trimmings. I fully believe this book will prove more interesting to my readers than even the previous number.

All that I claim for this little book is originality.

T. H. M.



ARM FULLY DRAWN BACK TO PITCH THE "SPIT BALL," SHOWING THE POSITION BEFORE IT IS BROUGHT FORWARD.

INTRODUCTION

The fundamental principles of Base Ball are as follows :

FIRST.

The selection of players for nine different positions.

SECOND.

Individual and team training.

THIRD.

Perfect harmony and physical condition.

FOURTH.

A thorough study of your opponents' style of play.

FIFTH.

Adapting old plays and developing new ones.

SIXTH.

A keen sense as to when to take long chances.

SEVENTH.

Playing the game until the last man is out.

EIGHTH.

Placing authority with capable leaders.

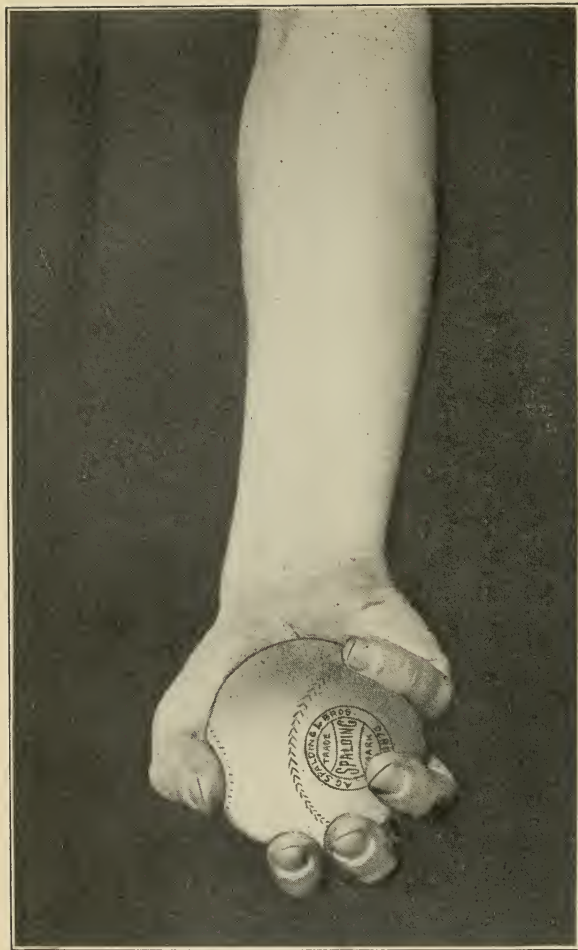
NINTH.

Showing proper courtesy to opponents and officials.

TENTH.

With heart and head in the work and a disposition to practice vigorously.

In selecting the different candidates for the nine positions of a ball team I would pick a catcher with good range, an accurate thrower from any position, a cool-headed man, who would note every move on the field, and one who would work well with his pitchers. It requires a heady man behind the bat, as the catcher is the one who must steer the game. Right-hand throwers are necessary and men who can stand hard work preferred.



HAND JUST BEFORE THE "SPIT BALL" IS FREED, THE BALL SLIPPING OVER THE ENDS
OF THE FINGERS.

For pitchers I would pick out men who could field their position well and the next requirement would be control of the ball. Pitchers come in all sizes. Therefore the only extra work would be in covering ground around the front yard and the speed to get to first base. Pitchers must be more than automatons to hold their own in fast company at the present time.

I would pick a tall, rangy player for first base, a man who had a natural gift for taking pickups; a left-hand thrower would be my choice, as they are in a position to throw to the other bases after picking up a grounder.

I would pick a medium-sized, well-built player for second base.

For third base I would select a medium-sized player with a good range and a strong arm, who could throw from any position, both over and underhand.

For shortstop I would have a medium-sized man who could get over ground quickly and, being close to the turf, would be more perfect on ground balls than a larger player.

In the outfield I would pick out all left-hand hitters and right-hand throwers; men who were fast runners preferred.

Individual training should consist of batting practice, bunting to third and first, with both right and left-hand pitchers in the box; place hitting and cutting away for a long drive. Each player would practice base-running, and endeavor to evade being touched out when near a base.

In running to first base on a long drive to the outfield each player should turn first base on the run, heading for second base, and return when it was evident the ball was intercepted by the fielder. If fumbled, the runner would keep on to second. If the ball was thrown to first, move to second instead of trying to get back to first, as the ball would have to be handled perfectly to get the runner once out of four times.

For field practice I would hit grounders to the outfielders at short range, as well as practice on long flies; in fact, most outfielders practice too little on ground balls, waiting to have the ball come to them, when the proper play is to come in and meet the grounder, keeping the ball well in front, and taking chances by trapping the ball before it rises for a sneak bound.

The aggressive team always wins in Base Ball, just as the best batsmen step into the ball when pitched, while the weak batsmen pull away.

College men are far ahead of professionals in sizing up their opponents. They go as far as keeping a record of each batsman, and each player is coached in the style of ball and to what field each opponent is likely to hit and the pitcher is supposed to work his man according to the information furnished by some expert, who has followed the other fellow for several games.



Mathewson's Slow Ball—The ball is held lightly with the forefingers and thumb, and no twist is given it. It sails up to the plate as dead as a brick, and, when mixed in with a speedy straight or in-ball, causes the batter to often strike at it before it reaches him. It is a "teaser" for the third strike.

The development of team playing takes continual practice and a natural leader; then it is up to the skill and heart of the players..

High class players figure out the percentage of chances from experience. Where the hitting is light the base-runners must take long chances; where the score is close they must also take long chances. When in the lead it pays to be conservative, but when making an up-hill fight long chances should be taken with the batting, and base-running must be played for a certainty. The catcher must be a judge of when a base-runner will take a chance, and then work with his pitcher. The pitcher must call the turn when a batsman intends to bunt-hit for the base-runner as well as when laying for a long drive. The first-baseman should call the turn on the batsman, to be in shape to make a play to the other bases. The shortstop and second-baseman should size up the batsman and runner when out for the hit-and-run game and be careful not to leave an opening. The great men of these positions never move until sure the ball will not be hit at when they start for the base and who are capable of taking a sharp throw from the catcher under a full headway. In this style of work all catchers must be well trained to throw dead over second between knee high and the shoulder to get a fast man.

Third base is the most difficult position on a ball field at the present time, as one must be in for the bunts and back for the hard drives. The third-baseman should take every grounder that he can get his hands on and must be equally sure with either hand, as the wide grounders to his left must be picked up on the run with one hand as well as the slow bunts that must be thrown with the same hand that picked them up.

I would always insist on perfect harmony, and where it was evident that a player failed to fit in nicely with his fellow players I would make a change even were I forced to take a weaker but more pliable man. I would keep a close watch on the players and note their physical condition daily, and when out of condition would not insist on their working, preferring to save the good men for another time when they would have more heart for their work and inspire the other players.

I would engage a club physician that would make a thorough examination of each man at least monthly and give the management an honest report. Ball players must be in fine condition to go through a season and do their best work. Players who would refuse to keep in shape would be marked for the exchange list at once, as harmony and condition are absolutely necessary to keep to the front.

It should be the duty of the captain and manager of a team



Mathewson's Drop Curve.—His most effective ball, and he has wonderful control of it. In fact, he makes it "talk." The two forefingers and the thumb give the rotary motion necessary for the curve, while a downward swing and quick snap of the wrist give it the quick dropping kink.

to study the work of each opponent, and then talk the matter over with the other members of the team, mapping out a line of defence and also a line of attack, after discovering the weakness of the other teams.

The plans should be concealed as much as possible, but so thoroughly understood and practiced that there will be no bungling.

The aggressive end of the game must start with the pitcher and continue with the base-running and batting. The defence in Base Ball is in placing your men in a position to face the batted balls and in throwing.

In developing plays for a team the standard moves cannot be passed up and must be perfected before undertaking new ones. New combination plays are scarce; in fact, years often go by without a new one being introduced; still, the old plays, varied, will make considerable difference. A bunting team can be stopped by bringing the third-baseman up, thereby forcing the batsmen to hit out; in this case the shortstop is forced to come around well towards third, playing a deep field to get the hard drives that would pass a third-baseman playing close in to stop bunting. In studying your opponent it is often necessary to make a move to draw him out and then change on the next play.

The shortstop should make a point of covering third when the third-baseman goes in for a ground ball. The second-baseman should make a point of covering first base when the first-baseman goes in for a slow grounder, as the pitcher will very often interfere and fail to cover the base, as he would on a fast grounder blocked by the first-baseman. Covering first and third base by the second-baseman and shortstop has grown to be a very important factor in the winning of games.

No play requires any more instinctive action than throwing to second by the third-baseman when looking for a force-out and often a double play. Sharp, but with medium speed, so the ball can be handled for a second throw. It has been the remarkable accuracy in this style of throwing that has made certain third-basemen extremely valuable to their teams. Collins, Bradley, Leach, Devlin, Lave Cross, Coughlin, Brain and Tannehill, in particular, of the present players, and Denney, Mulvey, Nash, Sutton, Whitney, McGraw, Burns and Ferguson of the retired stars, adding much to the development of the game by their all-round marvelous throwing.

Outfielders should work together as if pulled by one string and receive a tip on just how the ball is to be delivered to the batsman. A strong outfield can make is very unpleasant for the heavy hitters. Less than ten per cent. of the players are place hitters and really know where the ball may go when they slug



Mathewson's High In-Ball—This is a most wicked delivery—the whisker trimmer. The thumb touches the ball very lightly and the forefingers grasp it firmly. This delivery is used mostly to drive the batter away from the plate so as to make the curve more effective. It is a dangerous ball to stand up against.

and meet the ball. The other ninety per cent. will hit to either the right or left field, eight out of ten times, and their hits anticipated. The left-hand batsmen are the easiest to play for, as they usually drive short liners to left, and swing for long drives to right field, seldom meeting the ball for a long hit to center field.

Where one run might win a game, with a runner at second, it pays to bring the outfield in close, to make a sure out at the plate should the batsman hit a grounder to the outfield; all balls thrown to the home plate from the outfield should come in on a bound, two sharp bounds usually proving the surest way to get a runner, as the catcher can block his man as well as handle the ball.

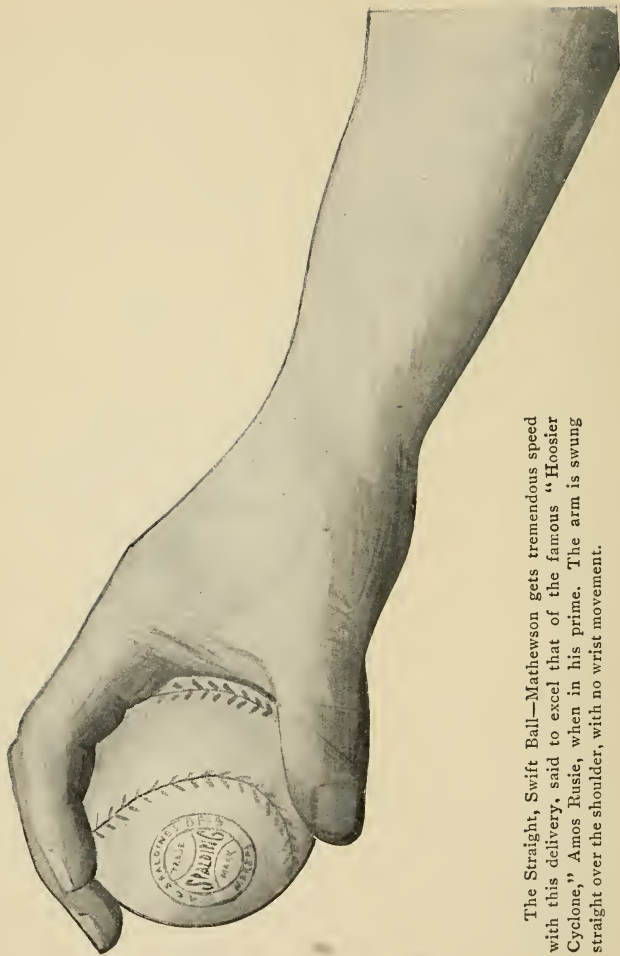
The difference between great ball teams and ordinary ones is the difference between quick thinking and stereotyped ball playing, or an actual negative condition when called on for brilliant work.

Many players work on the feeling of opponents and often manage to attract their attention away from the work in hand. This is not good Base Ball and sooner or later will act like a boomerang on the man who drops low enough to use these methods to win ball games. Nagging the umpire is a losing game, and the player who treats the official with the most consideration is sure to get at least all that is coming to him in the long run and especially on the road.

Some managers will work to worry the official in hopes that he will weaken and rather than be made a target, give the kicker a shade the best of it. The umpire, however, who will permit this line of attack is not fit for a berth in any Base Ball league.

I have seen many games pulled out after two men were down in the ninth, and the best advice one could heed is, *never quit until the last man is out*. A team with a reputation for playing to the close will always worry their opponents, while the team looked on as "quitters" will go down by the sure line. When behind, keep working hard with the hope that luck will overtake you and your opportunity come before the day is over. The winning ball player must be a man of wholesale courage and saturated with the spirit of victory, even after many defeats.

Luck plays a very important part in the game and it is almost impossible to be successful unless the cards break just a little better than even for you. There is not a team game known to man, where luck plays as many pranks as in Base Ball. The fierce drive may go into a fielder's mitt, while the scratch hit will drop safe just over the heads of the infielder. In Base Ball you can force your luck by taking long chances and making



The Straight, Swift Ball—Mathewson gets tremendous speed with this delivery, said to excel that of the famous "Hoosier Cyclone," Amos Rusie, when in his prime. The arm is swung straight over the shoulder, with no wrist movement.

unlooked-for plays. The reputation of the players should never disconcert you, for good team work will discount a team of star players.

Absolute authority should be placed in one person by the owners of a ball team and this person should be allowed to work out his own campaign from start to finish, for he might have a poor lot of players and be held responsible, when he would have made a success of proper talent. The leader of a ball team must be in close touch with his men, who must have their utmost confidence. The players must feel that their leader knows his little book and he must be a man of kind heart, but game to the core. The leader is everything in the game, and no team has an earthly chance without a natural born leader.

The best of players often make weak leaders, as they fail to hold the admiration of the players. The leader of a ball team cannot afford to show that he must depend on others, but, after listening to all advice given, must select his own course, holding every player down to the rank of a private, for all must slide and soil their uniforms if they expect to win ball games.

The field leader can often listen to good advice from some retired Base Ball man, or even fans will see faults in a ball team. A good listener counts for much, and Frank G. Selee, the very best listener the game has turned out, was the gainer, for he took mental notes and turned to advantage liberal suggestions.

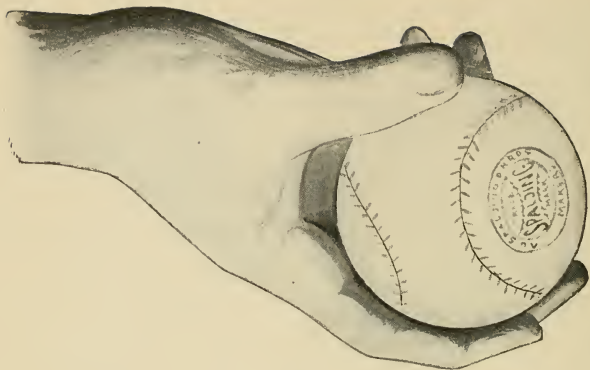
No leader can succeed who humiliates his players or allows anyone to abuse them in his presence. Players have their off days and the man who leads them to victory or defeat must always champion their cause, when attacked from the outside.

It was Napoleon who said that he would rather fight an army of lions led by a deer than an army of deer led by a lion.

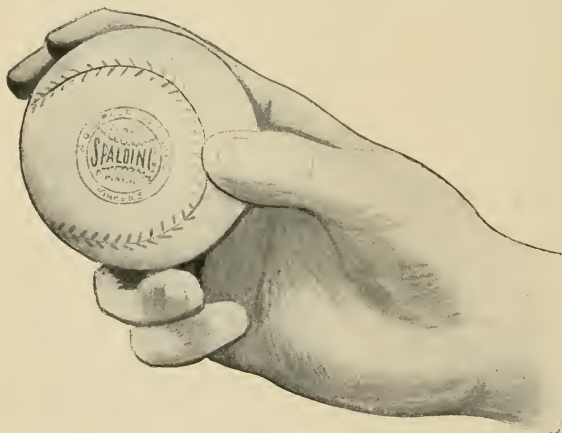
It is all in the leader, and nowhere any more so than in Base Ball.

As the greatest all-round leader the game ever produced I would pick President Charles A. Comiskey of the Chicago American League club. Comiskey is a leader of leaders, both on and off the ball field, setting a killing pace for all other aspirants, but as modest as all great leaders should be. Comiskey gets the best out of every man by his clean-cut logic and kind treatment.

I never could understand why professional ball players should try to injure each other, or, in fact, act other than friendly to one another, for the moment a player is considered capable of tripping or spiking a fellow player, he is sure to receive many bumps himself. Strict attention to business by each player is the only lasting composition for a ball team. The teams, who



The out-curve is produced usually by grasping the ball with the first two fingers and the thumb, with the back of the hand turned downward. The fingers are pressed firmly against the ball, which is gripped tight. The out-curve may be either fast or slow.



The in-curve is pitched with a side-arm motion, the ball being released over the tips of the first two fingers, the arm being swept around with a lateral motion. Some pitchers throw an in-curve by grasping the ball with all four fingers and permitting it to slip over the tips.

win for a time by underhand methods, come to grier, and are soon forgotten, while the clean-cut playing teams are a source of pleasure to their friends after they have passed up the game.

Men of the Jim Collins and Lave Cross stamp have played phenomenal ball for years without doing a trick to which the most delicate player could object, with the result that the players who would bother other basemen, would pass up the above-named two, as it was considered bad form to stretch a point with men of the above calibre. The result was that Collins and Cross played every game for years.

Great ball players should never make a false move to win the most important game, and usually the great players are the cleanest kind of workmen. The day for tripping, holding and browbeating is gone, and let us hope forever. All men should be equal when they appear on a ball field, and nothing but their fair ball playing should go.

It would not be a bad idea to pass laws preventing players from speaking to the umpires during a ball game, under a heavy penalty. The spectators keep an eye on the actions of the players and never make a protest until receiving their cue from the players.

I would impress the players with the importance of satisfying the public who support the game so handsomely, by always showing a disposition to do their very best, for the public will stand for a team in hard luck if they only show they are in dead earnest every time they go out on the field. The public, too, are critical and are ever noting the physical condition of the players, and this should be an extra inducement for the boys to get in shape early and work to keep so all season.

The man who makes Base Ball a profession should work morning as well as afternoon to perfect himself in the trade.

Years ago, at Cleveland, a lot of star players went to the park every morning, but enjoyed the shade of the club house in preference to field work. There was one player more ambitious than the rest, who would go out and bat for hours at a time, with a crowd of boys fielding the ball. This young man met his fellow players several years later and reminded them of his practice work, remarking, "You are out of the game now, boys, while I am getting the money still." This man was Jesse Burkett, who led the National League several times, and who led the New England League last season, hitting the ball about as well as ever. He practiced while the others loafed and the result was that he is still getting the money, while they are down and out as far as Base Ball goes.

Players should pay no attention to the spectators and play as if there was no music in the cheer or hiss of the fan.



Drop Curve—The ball for the drop-curve is held in identically the same position as for the out-curve, except that the back of the hand is held directly down, the arm being brought straight over the shoulder at the moment of delivering the ball.

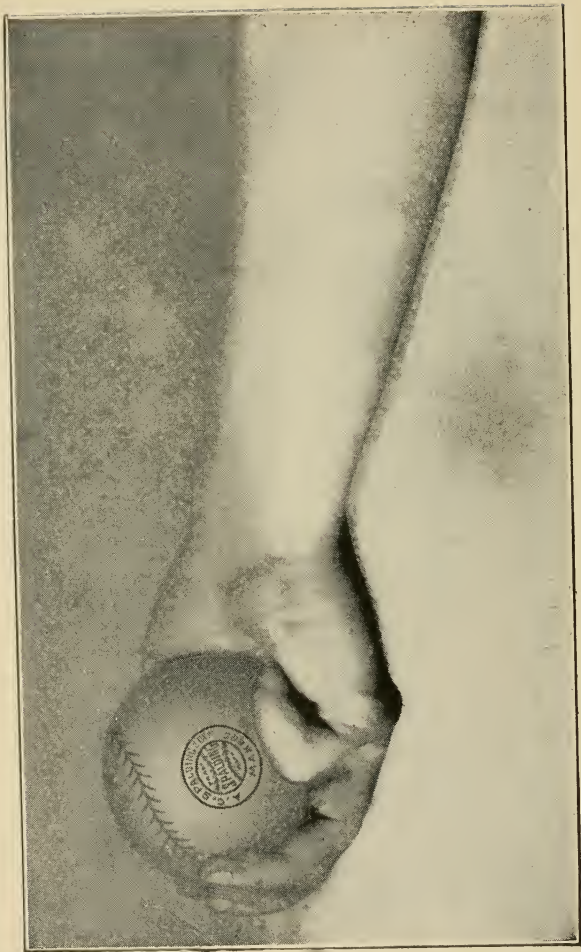
Practice at the bat, practice fielding ground balls, practice fielding fly balls, practice at every opportunity, for there is many a great ball player who became so only through the hardest kind of practice.

Put life into your practice work, and make plays even quicker than if playing in a game. Fast practice develops fast ball playing, and fast ball playing wins ball games.

All ball parks should be furnished with batting nets. In this way the batter can pick up the ball and toss it back to the pitcher, doing away with a catcher. If a player is not an accurate thrower, practice will make him so. Throw at a target daily and practice throwing with the wrist and elbow, without any assistance from the shoulder. Snappy throwing from the wrist is easily developed by practice.

Pitchers should never overdo the practice end of the game, as they get more than their share of work during the regular game.

Catchers should practice throwing to second, covered and uncovered, and the outfielders should practice on ground balls and throwing in to the bases.



HOW MCGINNITY TURNS HIS HAND TO PITCH A DROP BALL.

THE ART OF PITCHING

It is usually the ambition of all ball players to be able to pitch a curve ball, and few great players have passed up a chance to become the regular pitcher of his team. There is a great fascination about delivering a ball to a batsman, confined to certain limits, with an umpire to call balls and strikes, for the first essential in pitching is command of the ball in all the curves and shoots.

Working a batsman is a fine art and comes after a full knowledge of the curves and up-to-date shoots that goes with a star boxman.

Temperament is another essential to success, for a pitcher can worry himself into poor work, especially when he expects the umpire to see every ball as he sees them as they head for the plate.

A pitcher who never fails to cover first base when the ball is hit in that direction practically becomes a tenth man for his team, as he allows the first-baseman to make running stops well to his right, and come in under full steam for slow ones, knowing that the pitcher will cover the base for the throw.

This play requires constant practice, and when missed should go down as an error for the boxman.

Pitchers should work hard to perfect their fielding to the right, as clever men will take advantage and bunt the ball in that direction.

Two preliminary motions are necessary for a pitcher: The free off-hand swing, to loosen out and get momentum before cutting the ball to the plate, when there is no one at first or second base, and the short, snappy move, made before delivering the ball, with men on the bases. Each move requires almost as much practice as learning to curve the ball.

The pitcher without a free, open action will soon tire and lose interest in his work, while the pitcher who can bring to bear the different parts of the body and go along with a free joint will prove a stayer.

A pitcher must be resourceful and keep a close tab on the weakness of his opponents.

Curve pitching was discovered and controlled for the first time on Jarvis Field, Cambridge, by Arthur Cummings, a Brooklyn amateur, in 1867, who proved that a ball sent spinning through



POSITION OF THE BALL FOR AN OUTCURVE AS MCGINNITY PITCHES IT, THE BALL BEING RELEASED BETWEEN THE THUMB AND FIRST FINGER.

the air would create a cushion and finally throw the sphere off a true course. Working on this theory, and often perhaps by accident, pitchers have discovered other curves and shoots, until no one man has mastered all the curves, and for this reason it is well to note what the different pitchers have to say about their styles since becoming successful.

Tim Keefe was famous years ago, when a member of the original New York Giants, with a peculiar slow ball that no pitcher has been able to get since. Keefe held the ball well back in the hand and controlled the ball with the heel of his thumb, not allowing the fingers to touch the ball. It seemed utterly impossible to control a ball in this manner, but Keefe did, and could hit a bull's eye nine times out of ten. It was a slow ball with a drop curve and started with a fast preliminary motion.

Bobby Mathews in 1872 was the first to introduce a perfect raise curve. The raise used by McBride about the same time was the result of sending the ball with an underhand throw from close to the ground. Mathews made the ball spin like a top and come to a stop before rising as it came to the batsman and when not hit on the dead center.

The raise curve was introduced by Harry McCormick with the Syracuse Stars of 1876. About this time Trickey Nichols of the New Haven club was pitching a most tantalizing drop ball. Later Rhines came along with a raise ball, copied later still by McGinnity. Mathews, Rhines and McGinnity are the only men ever known to get the proper effect on this style of delivery. A fast ball with a jump was claimed by several pitchers, but worked by Charley Nichols, while with Boston, to better advantage than ever before.

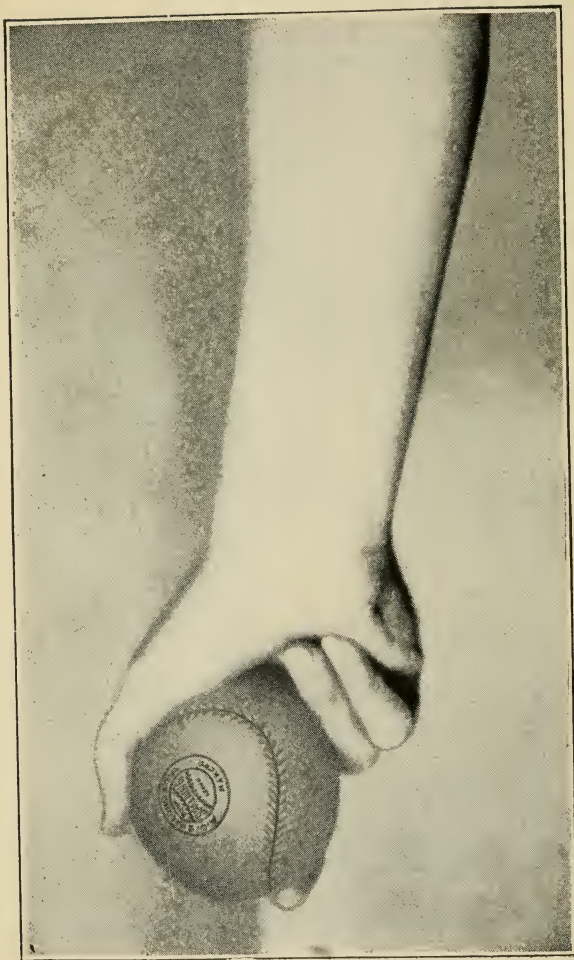
Charley Sweeney introduced the incurve, or fade away ball, while with Providence in 1884. The drop curve was effectively used by William Dineen and others within the last few years.

A pitcher might have all the curves and the speed and yet be a poor workman unless he had control and used head work in feeding the batsman.

The following advice by well-known pitchers is well worth considering:

Mathewson: "No pitcher with a good assortment of curves should be required to play in more than two games a week. A great amount of tissue is broken down in the arm that does the work during the course of a game, and it takes a lot of time to rebuild it."

Orth: "A pitcher should always keep on the lookout for a batter's weakness, for some fellows can kill one ball and are easy meat for another. The ones hardest to pitch to are those that hug the plate close and chop at a ball instead of swinging.



MCGINNITY THROWING AN INSHOOT, THE BALL ROLLING OFF HIS FIRST TWO FINGERS

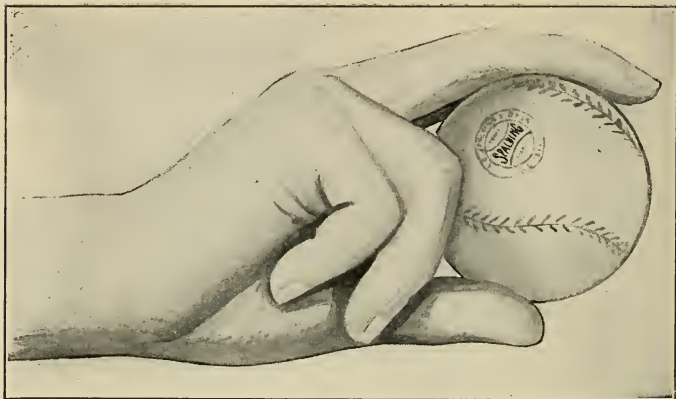
These fellows that stand back and swing hard are no trouble for a pitcher who keeps his eyes open to what is going on."

Phillippe: "Learn the weaknesses of opposing batsmen and pitch accordingly. The successful pitcher knows exactly what the men who face him can not hit, and either pitches those balls to them or else tempts them with the kind they like, but keeps the latter so far from the plate that they cannot hit them safely, if at all."

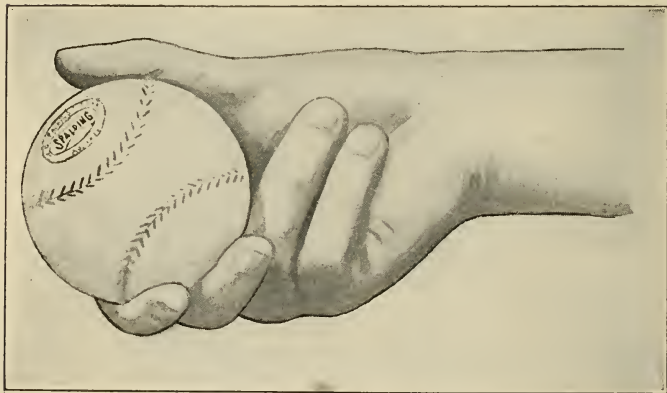
Orth: "I early recognized the fact that if I desired to remain in the game I would have to resort to something different from throwing curves all the time. I soon found out that if I had the ability to send the balls where I wanted to and could acquire the ability to mix the balls up, that I would make the needed progress in acquiring the art of effectiveness, and command has always been my long suit from that time. 'Aim to put them where you want to.' That is my advice to young pitchers. Study your batsman. Do not make the mistake of trying to fool batsmen who will not hit unless you put them over. You just waste your strength on such. These men are good waiters and will just play for a base on balls from a wild pitcher. The range a pitcher has is considerable after all. He can put the balls high or low, in or out, as suits his fancy, working the corners according to the batsman."

Phillippe: "The pitcher must have strength and endurance far beyond what is required of the other players. I think it a fair inference that the larger man is more likely to have the advantage in this respect. It is true there have been many notable lightweight pitchers, but how long did they last? Can the records of 'Bobby' Mathews or 'Brownie' Foreman be compared with that of 'Cy' Young? As a matter of fact, Mathews, the most famous lightweight pitcher in the history of the game, stood only forty-five feet from the plate, while the pitcher of to-day must send the ball sixty feet. I venture the assertion that if Mathews were at his best to-day he would not last a week in any league. The work has become too hard for the lightweight, and I would not advise any young player, whose size places him in this class, to waste his time trying to become a pitcher. He may succeed for a time, but he cannot last well enough to take his regular turn in fast company."

There is so much good sense in the above advice by Phillippe that I want to put him right. When Mathews was at his best the pitching distance was 50 feet and not 45, as stated by the Pittsburg man, who probably never saw Mathews pitch a Base Ball. Mathews had a peculiar knack of pitching that made it easy for him to pitch every day. He had mystifying curves, fine speed and a change of pace. Then, working each man for the limit,



HOW BALL IS GRASPED FOR START OF THE "FADEAWAY."



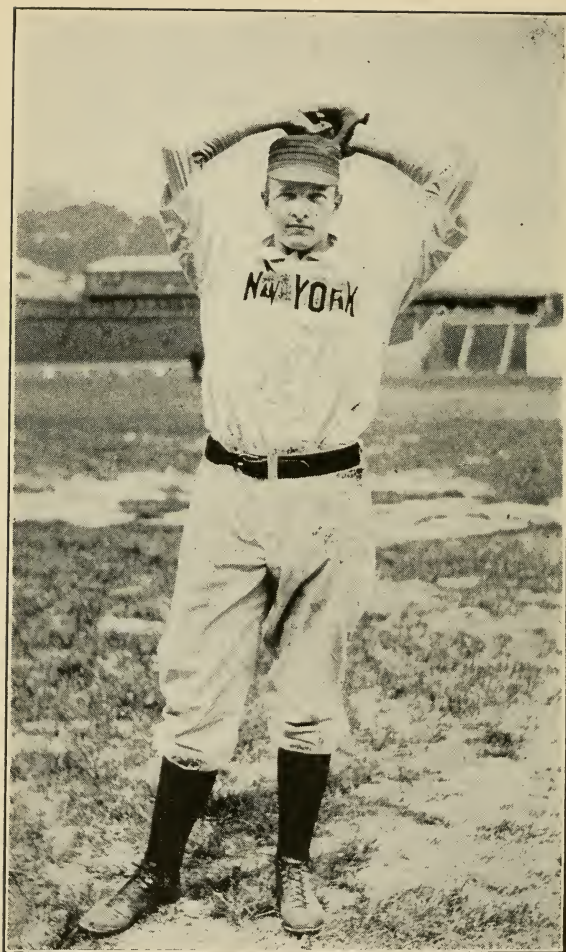
THE BALL LEAVING THE HAND AS IT GETS THE FINAL TWIST OF THE WRIST FOR THE "FADEAWAY."

Mathews would have no trouble in holding his own, and was superior even to Mr. Phillippe, his critic.

Mathewson: "For the 'fadeaway,' the ball is held very loosely at the tips of the fingers, the first two fingers being above the ball and the thumb below it. The arms are thrown high above the head, but when the pitching arm begins to start the horsehide on its way the arm is brought out from the side of the body and raised to an angle of about 45 degrees. This motion is gone through so quickly, however, that it is practically impossible for the batsman to detect the fact that he is going to get something very different from a drop curve. In the drop curve the arm descends straight down in front, but in the fade-away the motion of the arm from its position at an angle of 45 degrees is a small outward swing. When the arm gets in front of the pitcher just about on the level with his chin the hand is given a sharp twist inward, or to the left, which brings the back of the hand on top, and the loosely held ball, which is revolving from the rapid action of the arm, slips out sideways or off the second finger. At the same time there is a rotary motion given to the hand. When the ball leaves the hand the arm is so twisted that the palm of the hand faces outward."

Mathewson is the only pitcher at the present time pitching the incurve or "fade-away" ball, as he calls it, although pitchers have tried in vain to master this curve for the last twenty years. Charley Sweeney, with the Providence club in 1884, struck out nineteen of the Boston players in a nine-inning game with this same ball. It was so trying on the arm, however, that he had to give it up. After the games for the world's championship in 1905, Mathewson was forced to place his wrist in a plaster cast as the result of this style of pitching. Mathewson is a perfect build for pitching, with a long reach, long velvet fingers and a good head for detail. He has perhaps mastered more curves than any other man in the business. It would be a waste of time for an ordinary pitcher to try to master the fade-away curve, and it will be a long time before we see another Mathewson on the ball field.

Harry Howell: Howell declares that the thumb is the controlling element in the "spit" ball. "Wetting the ball where the two first fingers rest on it has the effect of making the ball leave the fingers first and the thumb last," says Howell. "You know, when you pick up a ball to throw it you usually grasp it firmly with the two first fingers and thumb. If the ball is dry it naturally leaves the thumb first and the fingers last. But when you wet the ball in one spot it has a tendency to deflect the course, and the ball leaves the fingers first, passing over the thumb last. This is the whole mystery of the 'spit' ball. The



MATHEWSON (NEW YORK NATIONAL) PREPARING FOR
A SPEEDY INSHOOT.

fingers have nothing to do with the curve. It is the thumb that acts as the propeller. I constantly use slippery elm to increase the flow of saliva, thus making it easy to throw the 'spit' ball."

This is how Mathewson gets the drop curve ball. "To deliver this ball the arms must be thrown high above the head," he says. "As the pitching arm rapidly descends straight forward the arm is turned slightly outward, and when the arm is horizontal the hand is turned slightly outward and the snap, a hard one, is given by the wrist, and the greater the snap the faster will be the curve."

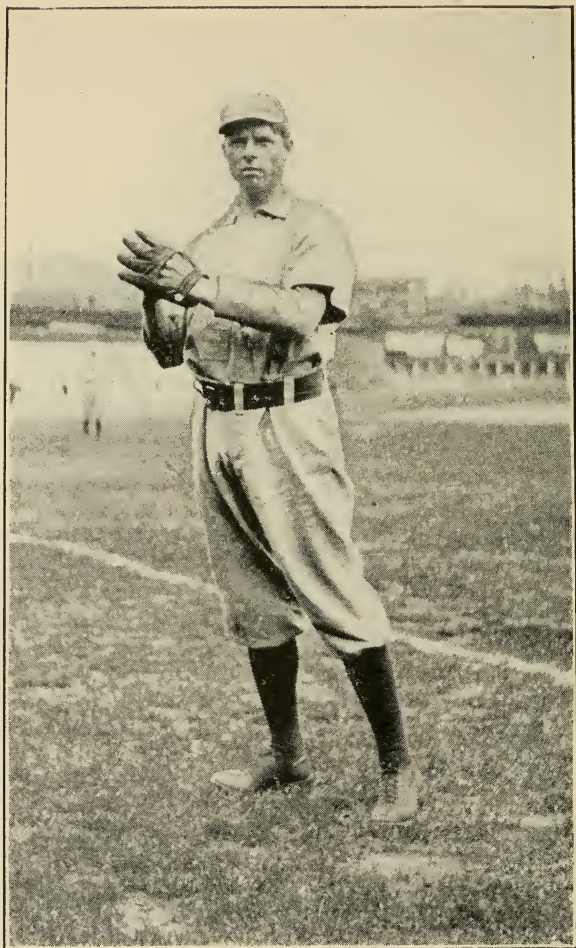
"In holding the ball the first two fingers are above it and the thumb below. The ball is held rather loosely. When the twist or snap of the wrist takes place at the moment of delivery the hand turns so that the thumb is on top of the ball and the first two fingers below it. A full arm swing is used. The body is bent far forward so that all the weight of the body is behind the ball, and as the arm descends with a mighty swing the weight of the body is shifted from right foot to the left. Under no circumstances use moisture when delivering this great puzzler to batsmen. On leaving the hand the ball travels in a straight line until just before it reaches the plate, when it breaks sharply downward in front of the batter."

"As can be well guessed such a ball is a great strain on the muscles of the arm when delivered with all the power a pitcher possesses. Like all curves the ball can be used at varying speeds. When men are not on bases it is a fine ball to pitch if it is desired to make the batter send out a grounder that can be easily fielded. In fact, any curve can be used fast or slow with this purpose in view."

"By not bringing the ball quite so high above the shoulder when starting to make the throw an outdrop can be attained. I seldom consider it necessary, however, to try the outdrop. It has less space in which to be called a fair ball when passing over the plate, and is therefore more risky. The regular drop curve has all the space between the batter's shoulders and knees to make the batter score a strike, while the outcurve has but the width of the plate."

Frank Donahue says: "To get the outcurve, hold the ball tightly between the two first fingers and thumb, and swing the arm well out, snapping the wrist to make the ball spin as much as possible while turning the palm down."

Vic Willis says: "The drop ball is the most trying one on the arm. I hold the ball between the two first fingers and thumb, and start the ball from as high a position as I can get, letting the ball slip off the index finger, while turning the palm of the hand down. By a double motion or snap of the elbow and wrist, I get the combination of drop and curve together."



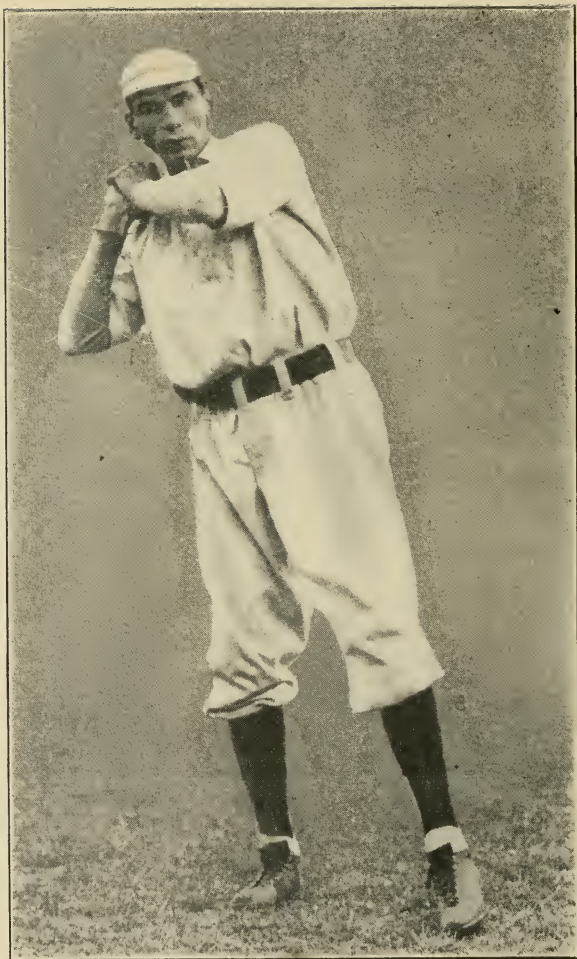
BROWN (CHICAGO NATIONAL), THE MUCH DISCUSSED
"THREE-FINGERED" PITCHER.

William Dineen says: "The drop outcurve I find the most effective ball against right-handed batsmen; I hold the ball the same for every ball I pitch, but allow the drop ball to leave from the top of the second finger after bringing the hand down from the highest position I can get in a long swing and, by an extra move to effect the curve, get the drop curve, which I think is the most trying ball a pitcher can deliver. The drop, itself, is not so difficult, but the combination of drop curve requires a long reach and the gift of being competent to work all the curves and shoots."

Cy Young says: "The jump ball can be produced only by great speed. The ball is thrown with a full arm swing right from the shoulder, and out from under the fingers, which are straightened out as the ball leaves for the bat. The idea is to get a jump on the ball just as it comes to the plate, nearly shoulder high."

Jack Chesbro says: "The spit ball is worked entirely by the thumb. The saliva one puts on the ball does not affect its course in any way, but is put on the ball for the sole purpose of making the fingers slip off the ball first. Excepting the spit ball, every ball that goes from the pitcher leaves the fingers last. In throwing curves the fingers do the work. By wetting the ball it leaves the fingers first, and the thumb last, and the spit ball could be rightly called a thumb ball. It is not necessary to thoroughly wet the ball. All you need to do is to moisten it so as to remove the friction from the part of the ball the fingers cover, and which slides off the fingers."

Plank, of the Athletics, says: "I study the batsman in every way; his position in the box, his general attitude, the way he holds his bat and any other individual characteristic he may have. These help the experienced pitcher to get a line on what may be the best ball to use. If he knows the batsman well, that may be of some use, but not necessarily so. A young pitcher entering a new league cannot know the batsmen like an old-timer, yet he must make good from the start to hold his position. He must depend entirely on what he can learn on the instant from the batters as they take their places in turn before him and the ability he has to make use of this information. A good catcher is a big help. He is right at the plate and can see the batsman better than the pitcher, and ought to know just what ball is likely to be most effective. I generally give my catcher the kind of ball he signs for, but use my own judgment as to how high or how near the batter to put it. I try to some extent to work corners—that is, to get the ball over, but keep away from the center of the plate—but when the batter is badly puzzled, or 'faded,' as we say, it is almost perfectly safe to put it anywhere so it goes over."



CHARLES A. BENDER, THE NOTED INDIAN PITCHER
OF THE PHILADELPHIA ATHLETICS.

THE CATCHING DEPARTMENT

Catchers should have a fine reach and be quick, accurate throwers from most any position they may happen to be when the ball is received.

Without first-class catching no team has a chance these days, for base-running will win over batting and a weak catcher will make easy base-stealing.

Catchers should have nerve; be ever cool and heady; sign for the pitched balls and coach the infield and outfield.

The catcher must be alive to every play on the board and is usually the central figure.

The big mitt has made possible enough catchers to go round as natural catchers are few and far apart. Nearly all must work with signs and have the ball handed when the base-runner is about to take a chance for second.

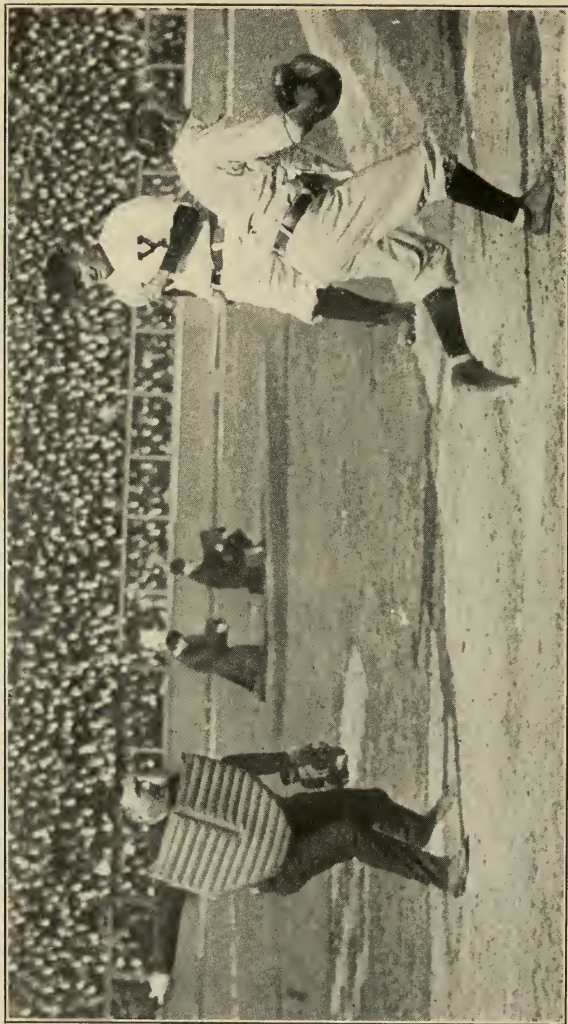
Catchers should have signs with both first and third bases and often snap the ball to those points when the men are taking ground freely. Lou Criger of the Boston Americans has something on any catcher that ever stood behind the plate and is always in a position to throw, no matter what way he gets the ball. He catches season after season without ever meeting a serious accident and never complains of a lame arm. He is the living model to-day for all catchers.

The advice he gives is worth reading:

"A catcher who cannot throw swiftly and accurately to the bases is of little use to a team. He is called upon mostly to throw to second base, and it is this point of the diamond that he should cultivate his eye for distance and arm for the throw.

"One of the most spectacular features of a game is the attempt of a base-runner to pilfer second base, and then the catcher has his work cut out for him in earnest, and the outcome of his effort to shut off the runner is awaited with expectation.

"The catcher should have an understanding with his pitcher on what to expect when a runner reaches first base. If the base-runner is known for his stealing propensities and is likely to go down the catcher should signal for a wide ball that the batter will not try to reach. There must be no preliminary motions in the catcher's movements in his act of getting the ball away. It should be one continuous action from the instant the ball leaves the pitcher's hand. The throwing arm goes back with the ball



CHICAGO-NEW YORK GAME OF MAY 21, 1907. AT NEW YORK-MATHEWSON FORCED OUT AT PLATE,
BASES FULL. KLING CATCHING, O'DAY UMPIRE.

and is hurled to the base without a hitch. The throw ought to be low and close to the base so that the second-baseman can put the ball on the runner without the least trouble.

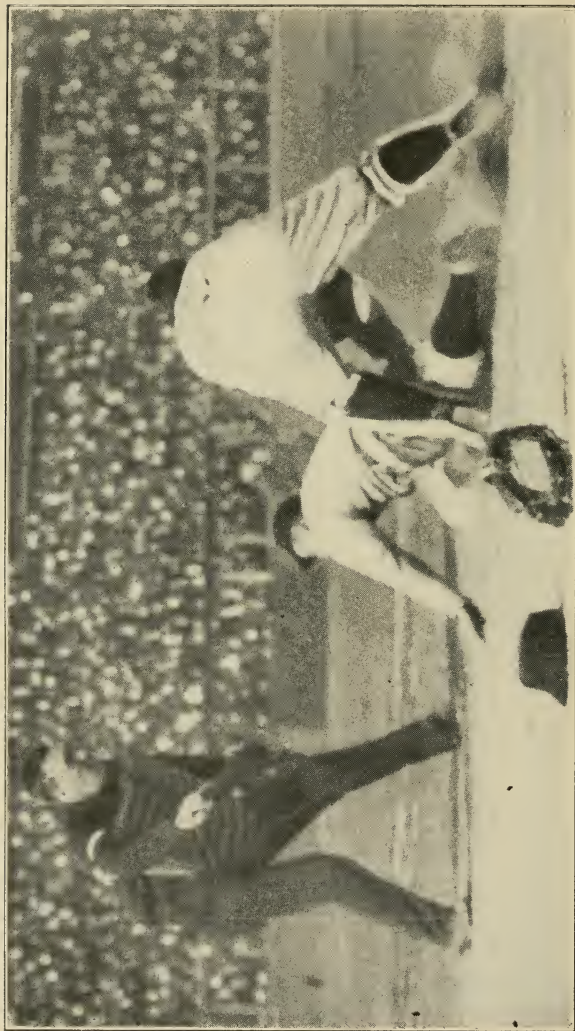
"To get runners off third and first base the catcher should use a snap throw in which the wrist develops its greatest power, as the play must be done with all the deception possible. It is a dangerous habit to throw to the bases indiscriminately and should be avoided as much as possible. Only the surest throwers should take chances to catch runners off the bases spoken of, as a misplay would result disastrously.

"Oftentimes a pitcher's effectiveness is due to the good support that he receives from his catcher, who can by his ease and poise behind the plate influence the temperament of his boxman.

"A catcher should make the reception of the ball look easy and not fight it, making unnecessary hard work for himself and putting any distress on his pitcher.

"Young pitchers can be jollied along by an experienced catcher and the symptoms of stage fright made void by the proper treatment.

"A catcher can't be awkward and cover his position satisfactorily, as he has much to perform in his territory which must be accepted at quick notice. In going after foul flies back of the plate he must get the direction of the ball as if by intuition and turn simultaneously, ridding himself of his mask, and be able to take the ball at any angle."



CHICAGO-NEW YORK GAME OF MAY 21, 1907, AT NEW YORK—BRESNAHAN, THE NEW YORK CATCHER, TOUCHING SLAGLE. THE LATTER WAS SAFE, HOWEVER, AS BRESNAHAN FAILED TO HOLD THE BALL.

THE INFIELD OF A BALL TEAM

A tall, active man should be selected for first base, and while some rather medium-sized players have played a clever first base yet a man less than six feet in height is handicapped for want of reach in going after wide throws.

On ground balls the smaller man is better, and for second base a player should be under five feet ten, about five feet seven being the ideal height for a second baseman.

The shortstop should also be a medium-sized player, not over five feet ten at the most, while the third baseman should be perhaps from five feet nine up. The running plays at short and second base require great speed in action from all angles, and none but a small man has a chance to change positions while under full speed, although Lajoie and Wagner, two phenomenal players, are exceptions to the rule.

The first-baseman must be able to field a ball as well as the other positions in the infield and must play the ball on the run. He should run in for every slow ball that comes into the left of the pitcher, while the pitcher covers first base. The first-baseman has a better chance to handle the ball as he is coming in, while the pitcher would be handicapped by trying to take the ball as he bent down running sideways.

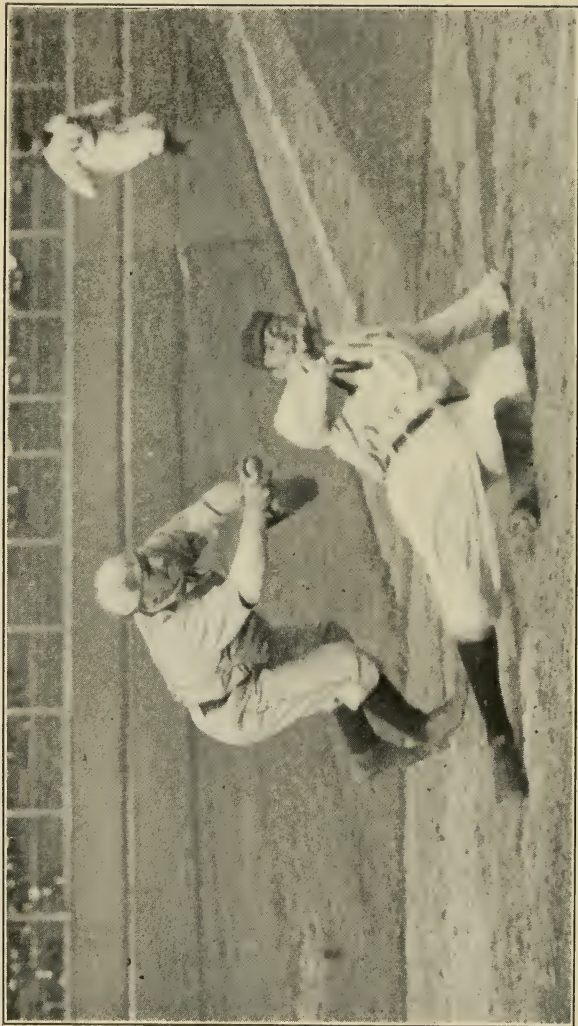
The first-baseman should go to his right for every ball that he can handle either to second or to first base. In all such cases the pitcher or second-baseman should cover first base and the shortstop go to second base.

The catching of a thrown ball is about the simplest work a first-baseman has to perform these days.

Short, snappy underhand throwing is the proper thing for a player covering first base and continual getting rid of the ball after a catch will improve the speed of a player's work when the time comes for real action.

A second-baseman should be able to throw both over and under-handed, as well as toss the ball both forward and back-handed, especially to second base, on a force play; in fact, many plays have been made by scooping the ball on the dead run and landing it in the proper place.

Shortstop is simply second base over again, as short must take throws and often play well into the third-baseman's territory for left-handed hitters, and in deep field for place hitters, so



NEW YORK-CINCINNATI GAME OF MAY 14, 1907, AT NEW YORK—STRANG SAFE AT HOME PLATE, VERIFYING UMPIRE RIGLER'S DECISION, WHICH WAS QUESTIONED AT THE TIME. SCHLEI CATCHER.

that the shortstop and second-basemen must work together like a machine. I believe the shortstop has the most difficult position to fill to-day on a ball field, as he not only has to cover second base and back up third, but he has the longest throws to make.

The third-baseman should play on the base line for all batsmen, keeping an eye out for the bunter and must call the turn as the batsman gets in shape to meet the ball. He must play nine-tenths of the bunt hits on the run with one hand, and throw accurately to first. A third-baseman should go for the ground balls hit to his left, regardless of the shortstop, playing the wide ones mostly with the left-hand and changing for the throw to first.

Throwing to second for a force-out requires quick thought and accuracy, as the ball must be given to the man covering the bag in such a way that he can swing and shoot it to first for a double play. It is not necessary to throw hard, but the ball should be on the way the instant it is picked up, with the knowledge that the base will be covered for the play.

With a man at second figuring on a steal of third the shortstop should play rather close to the base and hold his man. This he must also do with a third-baseman looking for a bunt. A slow man at second will handicap the man who is trying to sacrifice, as the second-baseman will hold his man close to the bag, with the idea of having the ball fielded to third base for a force-out. With a clever catcher the basemen can often get men off the bases at important stages of the game.

While clever basemen cannot be caught by trap work, two-thirds of the men who play ball are slow thinkers and need constant coaching to keep out of the pitfalls planned for their benefit.

The double throw, with men at first and third, has been worked for a dozen or more years and is a lost art to most teams. Practice will overcome trouble in this line of work.

Judgment should be exercised in playing close up for the man at the plate. It often pays to let one man go and cut off what might develop into a bunch of runs for your opponent. For example, with the score two to nothing and the game well over it would be the proper play to let the run score and play for the batsman. There are times, too, when a double play would be the thing, and with a slow runner at the bat would be a fair chance to take (for you must take long chances at times) and it is simply a case of calling the turn, and calling it right from long experience and a knowledge of the men you are playing against.

The following advice by well-known professionals is well worth repeating, and the poorest player can often add a wise suggestion:

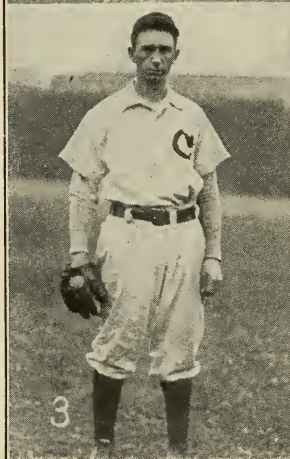
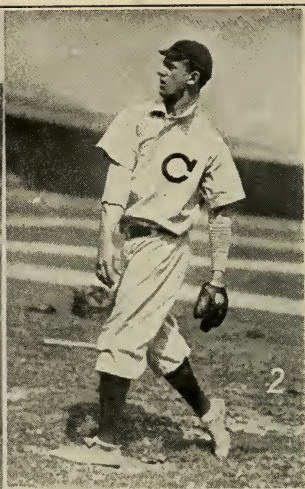
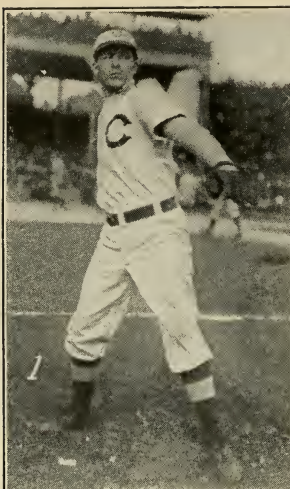


CHICAGO-NEW YORK GAME OF MAY 21, 1907, AT NEW YORK—TINKER TOUCHED OUT AT HOME BY BRESNAHAN. NOTE SHIN GUARDS USED BY LATTER.

"Excepting the pitcher and the catcher, no player on the field handles the ball so often in a game as the second-baseman. In only a small proportion of the number of times he gets the ball are there opportunities for making a put-out or an assist, but there is always a chance to make a costly error. He must, therefore, never relax his vigilance or lose his grip of the situation. He must work in perfect harmony with the other men in the infield, and especially with the shortstop. To do this, he must make an intelligent study of his fellow-players and be thoroughly familiar with their capabilities and their peculiarities. When a fast play is started there is no time for explanations either by word or sign, and every man who takes part in it must know as well what the others will do as what he will do himself, and be governed accordingly. The number of possible plays on the ball field is not extraordinarily large, but the number of ways of making them is almost infinite.

"It follows, then, that the second-baseman must at least be as fast on his feet and as quick a player as any other player. Besides having a knowledge of his fellow-players, he must be acquainted with his opponents so as to resort to the style of play most successful against them. Tricks which will work against one team fall flat when tried on another, and the way in which any play should be made must be decided by the circumstances of the moment.

"Suppose, for example, there is a man on third and the ball is hit to me, but in such a way that I am obliged to run for it, either forward or sideways. If two men are not out, I should try, the ball being a ground hit, to catch the man at the plate, if there is a possible chance. Suppose, also, that the man who hit the ball is very fast, I must watch the ball, so as to be sure to get it, and, as I cannot watch the runners too, must make up my mind before I get it where I will throw it. To do the right thing, I must know how fast the runner at third is and how much of a lead he had when the ball was hit. I must consider how long it will take to get the ball to the catcher and how skillful the latter is in blocking off base-runners in a pinch. The standing of the score and the time must be weighed. If the scoring of a run by the opposition insures their winning the game, the play at the plate is the only one worth trying, whether there appears to be a chance of success or not. But if the game is young and I was sure the man at third would score, I would not hesitate to make sure of the man at first. The shortstop must back up third base like the second-baseman backs up first, play short left and middle field, and sometimes go out into foul ground for flies that neither the third-baseman nor the left fielder can get under. He must guard second base when that duty falls to



1, Lundgren ; 2, Reulbach ; 3, Pfeister ; 4, Brown.
A GROUP OF CHICAGO NATIONALS.

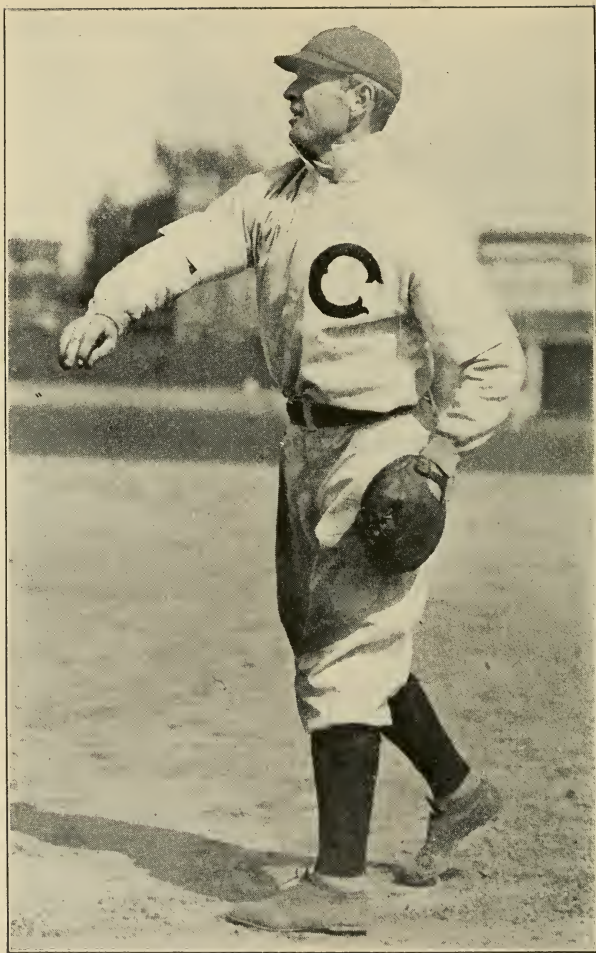
him, help the pitcher to keep base-runners hugging the sack and watch the returns of the ball from the catcher to the pitcher. He must make the same close study of opposing batsmen and the base-runners that other players must make, and be guided by what he can learn. He cannot pick out a level spot and stand there all afternoon expecting the ball to come to him. Like the business man who wants trade, he must get out after it and change his position for every man who comes to bat.

"While there is nothing certain about anything in Base Ball, random infield work is as bad as random pitching. The infielder should never make a move that does not mean something and represent a definite end. He should adopt the course dictated by his best judgment and then follow it out until there is a reason for making a change. He will not always be successful, but he must not be discouraged if the unexpected happens.

"One of the problems for the third-baseman is the batter who can both lay the ball down and line it out. If he plays back too far the latter will invariably bunt. If he gets too far in, he is likely to have to face a hard drive, which will sorely test his courage first, and probably his endurance afterward. In the course of a season every third-baseman makes a number of fine stops which would not have been made if he could have gotten his body out of the way in time. The best plan to pursue in such cases, in my opinion, is to take a middle course. Keep back close to the line running from second to third and six or eight feet from the foul line, the latter depending to some extent both on the batter and the pitcher. Then, every time the pitcher delivers the ball, get on your tiptoes and be prepared to move instantly in any direction. Keep your eye on the batter, and if he is going to bunt you can discover his intention in time to be half way in to the plate, if you are fast on your feet, before the ball leaves his bat. If, on the other hand, you see he is about to swing hard on the ball, you can summon your powers of resisting the shock of a speedy drive.

"All this sounds, perhaps, as if third base were the only position in the field and that all balls are knocked to the third-baseman. That is exactly my idea of how every player should feel during the game. He should always be expecting the ball to hit him, always be ready to receive it, and always have his mind made up as to what he will do with it when it does come.

"Besides the foregoing, the third-baseman must be able to line the ball across the field swiftly and accurately. With the fast men of to-day 'arching' the ball over won't do. It must go on a line, and no time can be wasted in starting it. Like the first-baseman, the third-baseman has a large number of foul flies to look after, and to get them, as he should, fleetness of foot is

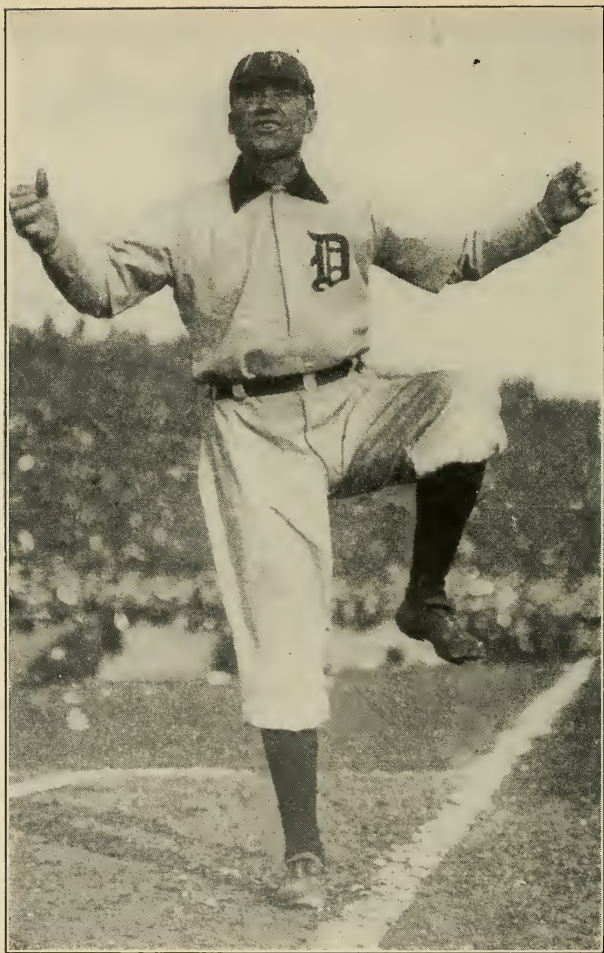


FRANK L. CHANCE,
Manager Chicago National League Club, World's Champions.

indispensable. He must also know what to do with the ball after it is caught, and not let base-runners take advantage of such plays to advance. He should back up other positions whenever possible and never overlook an opportunity to do anything that will benefit his team.

"Two faults many young infielders (and some old ones, too) have are trying to throw the ball before they get it and losing their heads after making an error. The first is due to nervousness or over-anxiety, and requires constant effort and perhaps some coaching to overcome. Whatever effort is needed, this must be done, for nothing so interferes with heady, successful work as nervousness. As to errors, they are inseparable from infield work. If the field were a floor, the bound of every ground ball could be determined exactly and the play be made with machine-like precision. As it is, a pebble, a tuft of grass or an inequality in the ground deflects the ball just when you are set for it, and it comes just where you were not expecting it and don't want it. You do your best to get it and often succeed, only to make a bad throw, because you are thrown out of position by the extra effort and the time is too short to take a brace before throwing. At other times you either miss the ball altogether or are unable to move your hand fast enough to do more than knock it down, and, as a result, get an error for what appeared to all but yourself an easy chance. The infielder must never let such things affect him. He must forget them at soon as they are past and go on as if nothing had happened. Go after everything, no matter how impossible it seems to you as well as everybody else. Once in a while it will take a lucky bound into your hand, and if you don't let your surprise prevent you from taking advantage of the circumstances, you will probably be hailed as 'the greatest ever'—until you make your next error.

"Neither the manager nor the captain can win unless they have the co-operation of the players. To be successful the captain's efforts must at all times be reinforced and backed up by a good bunch of hustlers. He must infuse into his men, if they do not have it naturally, enthusiasm for their work and a do-or-die spirit. Lots of good players are naturally very quiet. They know what to do themselves, but cannot direct others not so well posted. Such men must be encouraged and advantage taken of their special abilities. The captain must welcome their aid and show that he appreciates it."



HUGH A. JENNINGS,

The Detroit's manager, uttering his famous "E-yah," on the coaching line.

In explanation of the origin of the term "E-yah," which caused so much comment in 1907, Manager Jennings said: "I used to say, 'That's the way!'" Then I found that it was too dull and tiresome. I wanted something with snap and go to it. So changed it to 'That's the way—ah!' From this I changed it to just 'the way—ah.' Finally I found I was just yelling 'E-yah.'"

PLAYING THE OUTFIELD

No weak batsman should be worked in the outfield. More than one-half of the outfielders in the big leagues are left-hand hitters, while over two-thirds of the men are right-hand throwers.

I would play the speediest man in center field and the slowest runner in left field.

Fielders should work with signs and know just what the pitcher is to give the batsman, as this will enable him to be on the move in the right direction and often make catches that seemed impossible when the ball was hit.

Outfielders should never hold the ball a second, but cut it for the infield at once and give no chance to the base-runner to take advantage of slow work.

Outfielders should practice taking the ball in a position to throw, and learn how to take a ball after a long run and turn.

Outfielders should study the different batsmen closely. They should have an understanding with the infielders, as well as the players in the outfield. Once a player sings out "I have it," he should pay no attention to the other players, who should simply back up the man who first called out.

The right fielder gets more flies out of his position and more fouls than does the left fielder.

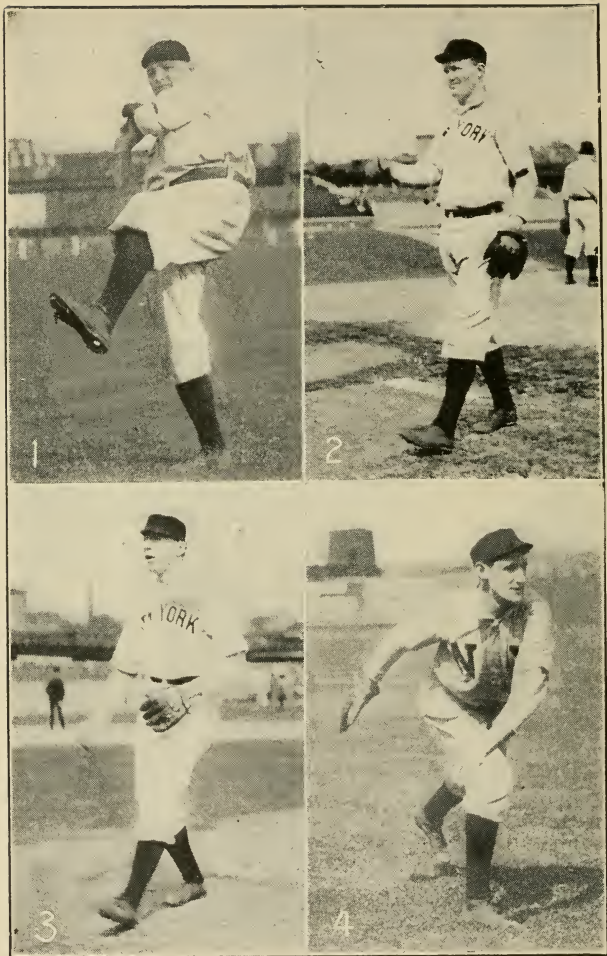
The right fielder must be ready to back up second base whenever possible, and he must be ready to back up first base every time a throw is made to that sack from any of the infielders or from the catcher.

There is a great chance for the young man with the quick-throwing to make a reputation for himself in right field. Many opportunities come to the right fielder to make unusual throws. I have seen many a fast base-runner thrown out at first base on what looked like a hit to the right field.

That was accomplished because the right fielder was alert and ready to dash in to meet the ground ball as close to the base lines as possible.

The right fielder must be sure on ground balls. If there is any chance at all to get the runner at first after he makes what looks to be a hit the outfielder should be able to improve every opportunity.

The right fielder, like the center fielder and the left fielder, should be an excellent judge of all batters. After seeing a man



1—Joe McGinnity, the "Iron Man." 2—Luther Taylor. 3—Leon Ames.
4—George Wiltse.

A GROUP OF NEW YORK PITCHERS.

Photos by Pictorial News Co. and Hedley, New York.

bat once he should know whether he is likely to hit in his direction.

The right fielder should also be ready for every batter who comes to the plate. There is no way to tell when a man who nearly always hits toward the left is going to tear one toward the right field.

The center fielder and the right fielder should have a signal fixed with the second baseman so that individual may be able to tell which one of the players is to take a fly that falls between them. Collisions may thus be avoided.

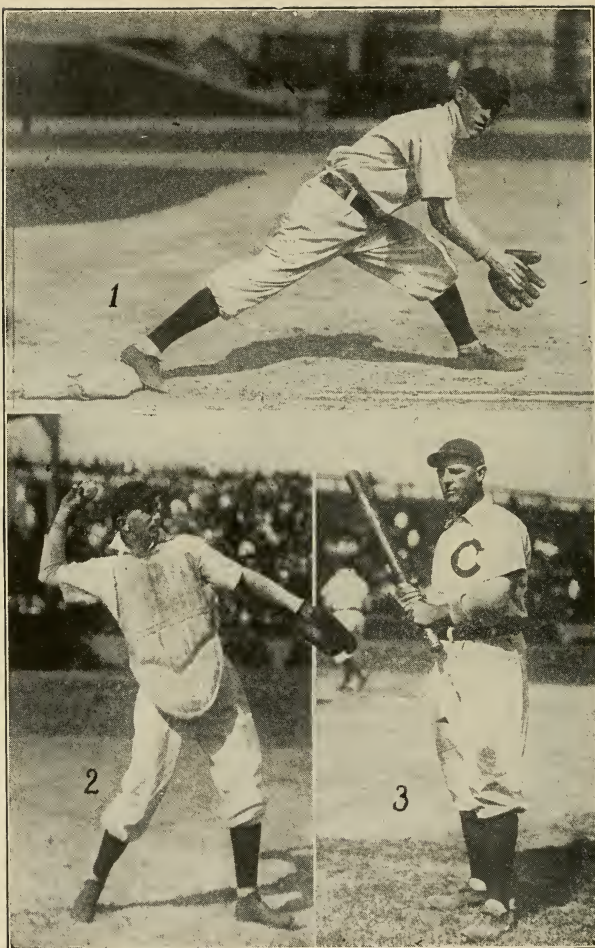
When the second-baseman calls out the name of the outfielder who is to take the fly the other should stop on the instant and not insist upon taking it anyway.

Only experience can tell the right fielder which way this or that batter is going to hit. This experience may be gained by himself in a few games, for he should always know where each batter usually hits.

The right fielder should never go into a game without practicing in his position. This is so he may become familiar with the grounds and with the direction and velocity of the wind. The wind is an important factor in all outfield playing. Unless the outfielder knows how it is blowing he is likely to be fooled badly the first time some batter knocks a fly toward him.

Quick starting has much to do with success in getting to where the ball is. In order to be able to start quickly the outfielder must have a judgment so keen that it will tell him almost the square inch where the ball will fall.

In playing the outfield, if Harry Bay, Keeler or Flick happened to be on second base and a base hit was made to me and I fumbled the ball, there would be no use throwing to the plate to shut them off, unless the pitcher or catcher should be wise enough to intercept the throw to catch the batsman should he try to go down to second on the throw in. With a slow runner on second, should you fumble the ball in the outfield, the chances are you could get your man at the plate on a good throw, but the main thing is to have the play figured out before you make it, then you can't go wrong.



1, Evers; 2, Kling; 3, Steinfeldt.
A GROUP OF CHICAGO NATIONALS.

THE FINE ART OF BATTING

Batting is the one department of Base Ball where a boy or man must have a natural talent to make good.

I have known of cases where a very ordinary batsman finished a season with a top-notch batting average, but the same player was sure to fall off the next season.

The old saying that batsmen are born and not made comes very near being correct, although any player can improve by faithful practice and intelligent thought on the subject.

Each player will have his own style at the plate, finding it easy to fall into some style unconsciously. He should be allowed to continue in this style unless there should be a semblance of pulling away from the plate, for only the aggressive batsman reach the top of his profession.

It is a rare thing nowadays to see any man outside the battery players pull away from the plate. Once a pitcher notes this weakness he has his man at all times if he is careful.

The preliminary swing of the pitcher is often likely to bother the timid batsman, for he will often lose track of the ball. The batsman should pay little attention to the pitcher until about the last move before sending the ball to the plate, when being ever-ready and in a natural position he can follow the course of the ball.

I fully believe that all men can bat to better advantage while gripping the bat up short.

All pitchers try to get a line on the batsman by noting their footwork and general attitude at the plate.

"Cy" Seymour says: "Know your pitchers and keep close tab on the position of the fielders. I ascribe a large portion of my showing to the hit-and-run game.

"I would give the runner on first base his signal for a steal and then aim to hit the ball through the shortstop's or second-baseman's position, according as the one or the other left it open to cover the bag and catch the runner.

"For that very reason I rarely or never seek to run forward past the plate and meet the ball before the curve breaks. By playing as far back of the plate as possible I get that much more time to be sure which infielder is going to cover second base. A large proportion of my base hits were made in this way .

"Then, again, I am not particular about using any special bat. For a pitcher who serves slow ones and uses his head I use a lighter bat, but when a pitcher relies mainly on speed I find a heavy bat more serviceable.

"I don't grasp the bat at the end, because I find I can control it better and meet the ball more accurately by holding the bat a few inches from the end. Being able to place the ball in the various outfields helps a whole lot, for the fielders then are puzzled where to lay for you. And yet some good hitters, like Roy Thomas, almost always hit to the same field.

"It's a mistake to try and slam the ball all your might. Hit it a good, solid lick, but you can do better inside work if you don't try to rip the cover off every time you swing at it."

Seymour, like most batsmen, can be helped out by a good man ahead of them on the batting list, as a clever base-runner will keep the pitcher guessing and also keep the basemen on the alert, thereby creating more openings for safe hits through the infield.

Slugging is of very little account under the advice of Mr. Seymour.

I consider Clarence Beaumont one of the most scientific batsmen in the profession. Read what he says about getting out of form:

"Good batters are often asked why it is that they occasionally have slumps during which they go for days without hitting safely. All of them meet with this experience at times. In my own case, which I suppose is largely the same with other players, the trouble comes from what we call getting out of stride. In hitting the ball, all good batters take a step forward. This step is called the stride. My stride is about eighteen inches. Suppose I unconsciously increase this stride to two feet. This looks like a small matter, but in reality the additional six inches causes me to lower my bat a trifle, with the result that I hit under the center of the ball, which sends it up in the air instead of out on a line as I intend. The eye has nothing to do with this. It is simply a habit which comes on the player before he is aware that he has contracted it. The remedy lies not in trying to accustom yourself to the new stride, for that you probably could never do successfully, but in getting back your old step. Constant practice is the only means of doing this, and it has sometimes taken me three weeks to overcome the trouble."

Beaumont might go farther and say a batsman will often lose his best preliminary swing and come to the ball out of form to see it soar into the air when he has aimed at the dead center.

Some good batsmen never take any preliminary swing, depending wholly on footwork, while a number of batsmen take the

bat at the extreme end and take a long swing, usually cutting a triangle before swinging for the coming-in ball. Nothing is more graceful, but the timing of the swing must be absolutely perfect to win out, and a clever pitcher will be quick to see his advantage.

Don't be afraid of the pitcher. It is easy to avoid being hit by a fast one and slow ones never injure any one.

Men have been hit by pitched balls as the result of the pitcher sending in just the ball not expected after the batsman had figured that he was posted. A good bit of advice from a leading player is worth quoting. He says:

"To the young player I would say: 'Don't get in the habit of planting your feet on the ground and not moving them until you have swung at the ball. Get a stride and advance a little toward the ball as you hit. Do not step too far and accustom your eyes and hands to the change such a step makes. Learn to hit squarely every ball that passes over any part of the plate between the knee and shoulder, and devote the most practice to what you are weakest on. Learn to think and act quickly and to keep your head at all times. In a contest, do not always do the same thing under the same circumstances. Give your opponent a surprise whenever possible.'"

The above advice is well worth considering by the old player as well as the youngster. Step up and meet the ball; it puts the pitcher on the defence and makes the other players feel they have a game player to handle, and nerve is half the battle in Base Ball.

Always go to the plate to hit that ball in the center, no matter who the pitcher may be, for all can be found, as they must get the ball over that rubber 17 inches wide.

Another good "sticker" says:

"If I were facing a pitcher who depended mainly on speed, I would stand at the back of the batter's box, so as to have the advantage of the additional distance. I would do this, particularly if I wished to hit toward third base. But if the same pitcher had a good drop ball I would stand at the front of the box so as to be able to catch the ball before the break. If the batter has a weakness and the pitcher is taking advantage of it, the former must use his judgment and cunning."

The above is intended for left-hand batsmen and is sound and well worth heeding.

Practice and confidence will make a batsman, and he must practice continually to do his best work, and practice against good pitching. Therefore, *Practice!* PRACTICE!! PRACTICE!!! until you know your own speed, and then keep on practicing with the stick.

THE ART OF BASE-RUNNING

Head work counts just as much as fleetness of foot after a player reaches first base, and nothing will bother a pitcher any more than to know a clever man is ever ready to make a break for an extra base. It bothers the boxman much more than the man at bat, and for this reason pitchers usually pitch their poorest games against a lot of fine base-runners.

Once a player reaches first base it should be his aim to keep the battery guessing as to what move he intends to make. Taking a lead off first should be the study of every ball player, and no man can expect to bother the pitcher or ever steal a base if he has failed to improve his many opportunities to take the proper lead off the three bases, for the lead means everything on the bases, as a start means success in making a play in the field. Every man that reached first base should be taught the fundamental principles of base-running, including sliding to bases, as well as reaching the base from several feet away. Players allow the particular men who make a specialty of this department to have it all their own way, when every man should make the try.

It should be a part of the early spring work, for there is nothing more disagreeable to clever ball players than to see some of their own men "wedded to the bags," as they say, or failing to take the proper ground off the bases, when runs are valuable and the opposition is primed to take advantage of a dead one on the bases.

Players should practice starts from first in the spring and at other times when the opportunity affords. There is no danger of being caught while the pitcher stands with the ball in his left hand when pitching with his right. A running lead and quick return under these conditions will bother the players and in the general mixup the runner is more apt to call the turn and get the proper lead for second. Even if the runner never intends to go, he keeps his opponent's attention off the man at the bat and the runner has the advantage of changing to a hit-and-run game.

The base-runner should have a perfect code of signals with the next batsman to know just when to tip off, and what action to take when the ball is pitched. Certainly the battery will keep up a deep thinking part and will often call the turn, but that is

in the game, and the quickest thinker and best executer will land the money in the long run.

Any ball player should know how to make the different slides. The feet-first slide leaves a runner in a position to regain his feet and be off for the next base if the ball is thrown wide, but the most difficult slide to block off is the wide head-first slide where the player reaches back and finds the base.

Taking two bases on a ground ball to right or center field should be accomplished three out of four times if the runner is on the alert against nine-tenths of the outfielders.

Don't watch the ball, and pay no attention to anything but the base. Don't turn your head to look either sideways or behind, as it is bound to result in loss of speed; and he shouldn't slide unless his pants are properly padded.

When you have got away you must judge the man on the sack, know how he stands and which way he turns. There is a way of twisting the body when you are going into the bag that brings you in feet first. Many times the man with the ball is there as soon as you are, but when he is ready to tag you, that twist will get a man out of danger. Some men have a habit of sliding to base head first, and some go in with their feet ahead of their body, but the way a man can duck and dodge, the twist I spoke of will save a speedy runner. Speed, judgment and ability to duck—these are the qualities that go to make up a successful base-stealer.

Let a good base-runner get to first base at a critical juncture, and if the previous proceedings have been dull and lifeless, action is at once instilled into the game. The pitcher becomes anxious. A good base-runner will bother him and handicap him in his work. The pitcher will often work harder for the man on the base than he will for the batter, giving the latter a big advantage. The catcher knows the slightest slips he may make will be taken advantage of, and the infielders know that they will have to work fast and sure to foil the runner, and at the same time be prepared to handle infield hits.

All this keys up the spectators to a high pitch, and causes them to watch every play with strict attention. The spectacular features of base-running have always been recognized. The start, a fielder's cry of "There he goes!" the throw, the cloud of dust and the close decision combine to make the play one of the most fascinating of the game.

Men like Stovey, Welsh, Ewing, Latham, Ward, Fogarty and Kelly never knew what it was to stand anchored on the initial bag and wait for a bunt or a hit-and-run signal. For them there was a moment's jockeying along the line, a sharp skirmish of wits and quickness, with the pitcher and first baseman, and

then a streak of light going down to second, a slide, a cloud of dust, and a frantic yell from the delighted crowd.

"The big mitt stopped the runners," said Dick Buckley, recently. How? Well, get a glove of the type used by catchers up to 1889, get a modern padded mitten, have somebody throw you a ball and it will all dawn on you in a second. When the old pitchers, firing from short distance and yet hurling them across with all their steam, sent them into the thin-palmed, finger-tipped glove of those days, the catcher always, and instinctively, drew back his hands as the bullet struck into the frail protection. Suppose a base-runner was under way, the catcher disengaged the ball from the glove and shot it down as fast as he knew how. After the big mitt arrived, the whole method of taking the pitch changed immediately. The catcher soon found that he could take the full shock of the fastest delivery in the great paw and that he did not have to draw back his hands. What did this mean to the base-runner and to the catcher's chance of trapping him! Only this—that the catcher, able to get the ball out of the big glove and ready for the throw in speedier time than when he wore the little glove, had just that much margin on the runner. And bases are made or lost by fractions of a second."

The player on second should give the runner on first the sign that he intends to steal. This will enable the man on first to prepare for a double steal. It is practically impossible to make a double play in this case, and in the event of the first runner being caught at third there will be very little harm done, as the second base will still be occupied.

With one man out it is always good policy to take chances in stealing third base, though, as it has already been pointed out, before attempting to steal, the player should be certain of a good start. He could then score on a long fly to the outfield.

In a close game, where hitting is light, a player should take more than ordinary chances on the bases. A wild throw or a dropped ball by a baseman will give the runner the chance he may be watching for. No play can be cut and dried on the diamond, and the runners must be prepared for any emergency, ready to take advantage of any weakness on the part of their opponents, and sacrifice individual efforts for team work.

Connie Mack gives a valuable hint on base-running. Most base-runners touch the bags with the right foot. Mack's idea is to touch with the left foot, because you can keep the turn shorter that way. Mack's theory is the correct one. The distance around the bases, actual measurement, is 120 yards, but in making the circuit a runner will cover at least 128 yards,

There is nothing that will discourage one team and please another more than dumb base-running. It is far better to hold your base until batted around than to run the bases without judgment.

As an example of this I will point to a play that took place in one of the games for the world's championship at Chicago in 1906. Rohe was on third base, with one out, when Dougherty drove a fierce liner to deep right center that Schulte made a clever catch of and threw home in time to get Rohe at the plate. Thinking the ball was hit safely, Rohe started for home. Seeing that the ball was caught he returned to third, touched the base, and again started for home, to be disposed of. When he saw the ball hit to the outfield he should have returned with all haste to the base and been ready to start for home the instant the ball hit the fielder's hands. Had the ball been safe it was an easy matter to come in. If the ball was muffed it was also an easy matter. While if the ball was caught he could have beaten the throw home. Therefore, by dumb base-running, he lost one run and displayed the weakest kind of Base Ball. No brainy ball player could possibly have made this wicked blunder.

There never was a good excuse offered for running another base-runner down. The base-runner must keep his eyes open, and look ahead. Some ordinary runners become expert base-runners by using good judgment, while some of the finest sprinters, lacking the temperament, fall easy prey to their opponents, especially to clever catchers, and are noted for their dumb work on the base paths.

Base-running is one department of the game that has not advanced during the last twenty years, and the game is the loser, for there is no more picturesque feature than a team of "inside" base-runners in action.

THE SQUEEZE PLAY

This is the most up-to-date play used in Base Ball at the present time and a valuable addition to the science of the sport.

The play is tried only with one out and a man at third base. The base-runner starts for home with the first preliminary swing of the pitcher's arm and tries for the plate, just as if making a steal. The batsman is supposed to meet the ball without any attempt for a hard drive, simply keeping the ball on the ground. If the ball is placed anywhere in fair territory there is no chance to get the runner going home; in fact, runners often score when the ball is pitched too wide for the batsman to meet it. Then the catcher is apt to drop the ball in his hurry. The play is seldom attempted unless the batsman is a good bunter. Then, too, it is not a good thing to try the play when the pitcher is laying for you, as he will keep the ball high and close to the batsman and nip the man coming home.

In close-score games the play is always favorably considered, and it is the unexpected that mystifies your opponent and rattles many a player.

The slowest runner can make the play from third, as it all depends on the man at bat to meet the ball and keep it on the ground.

In the number of times that I saw it tried last season, with the major league teams it was successful one-half the time, which was a percentage in favor of the play. But, like all moves in Base Ball, it requires good judgment in picking out the time to work the combination. When made, it has a demoralizing effect on the team who allowed it, while a failure has the same effect on the team to try it. No ball team, however, should be without the knowledge of the play, as well as a defence when others are apt to make the move.

THE DELAYED STEAL

The delayed steal was worked last season as never before, until with several teams base-running became one of the most important parts of the game, and it required a clever catcher to stop it even with sharp, accurate throwing. Ever on the alert, the runner would take the limit of ground off first. A throw to first would see him off for second, where he would beat the throw five times out of six. Then, again, the runner would hold his ground until the catcher had started the ball back to the pitcher, when he would dart for second. As the second-baseman and shortstop were playing wide and deep, it was a race for the base with the pitcher hesitating as to who would take the ball, with the chances all in favor of the runner landing safe. This play was also tried—and successfully—with a man on third, the runner making home as the ball was thrown to second base. The delay in starting was sure to throw off the men who were picked to take the ball and while the basemen were sizing up the situation the base-runners were making ground on either or both ends of the play.

A wideawake lot of players on the bases, willing to take a chance, will defeat a team of sluggers in a season's play. Base-running is the purest science of the game and the most picturesque department. The double steal, the delayed steal, and the steal when the hitting is light, is a hard game to beat, and especially so if the throwing is not above the average.

With base-runners for opponents the strongest teams will have to keep a sharp lookout, for a fine base-runner is more dreaded when he comes to the bat, than the heaviest slugger in the business. Base-running has been overlooked by too many Base Ball managers of the present time.

THE ART OF THROWING

A left-hand thrower is handicapped and should never attempt to play outside first base and the outfield.

There was a time not long ago when overhand throwing was considered the proper style to cultivate. Now a player must be fit to throw underhanded, and even toss the ball backhanded, as well as to scoop the ball when there is no time for getting into a position to make a throw.

When making a proper throw the hand should follow the ball. Snap throwing is a rare accomplishment and must be cultivated, while shoulder throwing is a big handicap to a ball player, as he is sure to lose time. The wrist, elbow and shoulder can all be used in making the ideal throw. The wrist and elbow properly developed will produce the best getaway throw, and should be practiced, particularly by outfielders.

Left-handed throwing outfielders are impossibilities when forced to use the shoulder to get the ball away. It is a case of "winding up," to see the base-runners beating the throw nine out of ten times.

In the outfield the players should practice continually to get the ball away, allowing the infielders to make plays from shorter distances.

A clever man will swing into position to receive a ball before making a hard throw. No man can throw hard and accurately without taking a step forward before letting the ball go. One of the finest throwers I ever saw was a young player with a lame shoulder who developed a wrist throw that was marvelous for speed and accuracy.

Edward Crane, the greatest thrower for long distance the game has produced, never used his shoulder, when making a throw. In fact, the long distance throwers have never been what is known as shoulder throwers. About the only fine throwing catchers who used the shoulder have been Charley Bennett and Lou Criger, while the great catchers, Kling, Kelly, Ewing, Snyder, Sullivan, Clapp, Bergen and other good ones, were wrist throwers and danced the ball away like a flash.

THE USE OF SIGNALS

It would be impossible to play up-to-date Base Ball without a variety of signals, well understood by each member of the team.

It was only a few years ago when the battery alone used signals; now every man on the team should know the style of ball the pitcher is about to deliver, and whether it will go close to the batsman or a little wide of the player. The fielders will then have a chance to be on the move in the right direction nine times out of ten—a winning percentage. Charley Snyder was the cleverest catcher the game has produced, when it came to signal work. He never allowed his pitcher to look towards a base, unless when throwing the ball. Snyder would give the signal to the pitcher in position to deliver the ball, but never until he had sized up the base-runner and had him working back to a base. Pitchers are apt to give too much attention to the base-runner and weaken their chances to get the man at bat. Snyder avoided this condition, and had his pitchers always in a position to let the ball go the instant that he gave the signal.

In throwing to first and third, to get a man napping, Snyder would give the signal one ball before he was to take the chance, giving time for all to be on the alert to back up.

The game has grown so full of moves that a clever man handling a team from the bench will be kept very busy, and must know the signals as well as the players. Managers should not labor under the impression that signals will avail if the ball players are absent. It takes clever men to work with the slight moves, and suggestions necessary for team work, for open signal work is very easily detected by your opponent, who will instantly turn his knowledge to his own advantage.

Signals, however, are positively necessary for a team's success in up-to-date Base Ball when team work is called for.

SHORT TALKS ON A VARIETY OF BASE BALL TOPICS



BASE BALL GROUNDS.

There is nothing more pleasing to the eye of a ball player than a fine ball park, with a level surface well kept.

Skin diamonds will do where nothing better can be found, but Base Ball must be played on a turf diamond to bring out all the beauties of the game.

Some of the oldest ball clubs in this country are even to-day content with second and third-class infields, handicapping the work of the players, and forcing the patrons of the sport to witness many misplays, due wholly to the rough surface.

The infielders must make plays on the dead run, and being often forced to time a ball between bounds, depend fully on the grounds being as smooth as a billiard table, as the least thing will throw a ball out of its true course, and only the real phenomenons can play grounders on a rough surface. Here and there you will discover a player who will trap a ball between bounds in such a way that a rough surface is overcome. The average player, however, must have a smooth surface or show up badly at times. Nearly all of the hard drives to short and second are picked up on unturfed grounds, first and third alone being forced to face the hot shot as the ball comes off the grass.

Nine-tenths of the misplays made in the outfield on ground balls are the fault of the ground not being properly leveled and cared for. With the large receipts from the big games, every major league club in particular, and all professional clubs in general, should furnish a level surface for the game, and have the same kept in order, so that the players will be responsible for only the actual mistakes they make. Perfect ball grounds will improve the game twenty-five per cent, and be appreciated by the followers of the great sport. To roll true, a ball must have an even surface, and the more perfect the ball rolls the more ground will the players cover and the more speed attained for the pleasure of the spectator.

PRELIMINARY TRAINING OF PLAYERS.

The major league teams go south for early practice while the minor league teams must work out at the home grounds. This is not so bad where the small leagues start the season quite late. The college teams usually work out in the gyms and cages before taking to the open fields.

I have gone south with a Boston team now for seventeen straight years in the early spring, and made careful notes of the work done by the players. Manager Frank Selee was in charge of the team a number of years, and I believe he was the very best trainer that I have known and brought his men to the starting line in the best condition.

The very first thing that Manager Selee did was to put each man on the scales and get his weight. He would look out for the men's diet and at the close of each week, weigh the men once more. In this way he knew just what work to map out for each player and then saw that his orders were carried out.

The great danger in the spring is sore arms, and the greatest care should be taken in this line of work; in fact, men should not be allowed to throw the ball around the diamond until a week's training, and then only with great care.

The players should first jog about the bases until all soreness has gone, when they should practice sprinting, and give a great deal of time to starting and turning the bases.

Pitchers should work daily for weeks before attempting to let out, and the catchers should be more cautious than the other players when throwing the ball.

When the men are in shape then extra speed should be tried for and the development of team work practiced constantly until the men could make the play blindfolded, figuratively speaking.

The young pitchers should do the bulk of the box work in the cool spring weather, as the older pitchers should be allowed their own time to come to the line, as they know best when they are in winning form, and all love to work when on edge for a good performance.

When ready for practice, keep a pitcher in the box to bat against, and spend at least one-half of the time in bunting and place hitting. No player ever got too much batting practice. It isn't necessary to smash away at the ball simply to get your stick against the leather, and don't wait for balls to be sent you in a groove. Nine men out of ten who are successful in bunting the ball, or placing a pitched ball, grip the bat up short, as they have a better control, and more likely to meet the ball. Infielders should work with all the speed possible in practice, as this will show to advantage when in the games later on.

Distances must be so well gauged that a player could make the play blindfolded, and this is brought about by speed practice.

I think one of the worst features about spring training is the way managers run their players to and from the ball parks, mostly through the paved streets of cities. The proper way would be to take the men to the ball parks in conveyances, and after giving them all the work they could stand, bring the tired men home the same way. After a hard practice a long walk or run to the hotel leaves the player in weak condition and all desire for speed vanished. The ball field is the place to train a ball player.

The minor league players, handicapped by weather conditions, must be brought to the line by slow stages. Their one advantage is youth and players can stand most any kind of weather until they have encountered lame arms or strains of any kind.

College men take too much work in cages and gyms. The batting practice is absolutely injurious and the only good may be a development of pitchers and base-running, and the chances are that all players are starting under a handicap when they do their preliminary work indoors. Professional players have come to the conclusion that reading at night or on the cars is injurious to the eyes and therefore should be avoided as much as possible by the fraternity. This is one reason that college men soon drop out of the business on account of weak stickwork, for eyesight is everything when it comes to hitting cleverly pitched balls.

NERVE COUNTS IN BASE BALL.

One of the most essential ingredients to a winning player's makeup is nerve. Without a strong nerve a ball player has little chance of winning a place among the stars of the profession. Although several have shown to good advantage as players, yet a lack of nerve at the time when it required staying prowess lost for these men the wholesome respect of the Base Ball fraternity, who admire nerve, perhaps more than brilliant playing qualities.

A player who will become rattled is an easy man to beat out, but just as soon as the discovery is made that a player has the nerve to go the distance, he is then passed up as one to be left alone. On the other hand, let it be whispered about that a player lacks nerve, and he is sure to become a mark for his opponents, who will bother him in many ways and keep his attention off his work.

Men strengthen their nerves by playing together; often weak-hearted players will brace when blended with a nervy bunch, as

the latter will see the advantage of encouraging their fellow-workmen, who has the ability, but not the fire, to be effective under trying situations.

Some ball players fairly shine when the situation is critical, and extra fine work is called for. They become cool under fire and plan their defence like magic. They have strong nerves and hearts that beat with the regulation of an old hall clock. Matched against this brand of ball player, what chance has a man with a fluttering heart and a nerve affected by every passing cloud?

To keep the nerve keyed up to its proper strength ball players must take care of their systems, by avoiding all dissipation, and not live the strenuous life. Those who start without the real nerve can never be expected to develop the favor, although association with the real thing will help considerably.

PLAYERS SHOULD KNOW THE PLAYING RULES.

It can be set down for a positive fact that less than one-half the professional ball players fully understand the playing rules.

Only a small majority of the ball players make any study of the rules, and are ever at a loss to explain complicated plays and show surprise at the umpire's findings.

Usually all is left to the captain of the team, who is supposed to read up on the new rules each season and teach the men before the regular games begin.

The wise player will carefully read the rules and become thoroughly posted at all times, protecting his own game, and showing that he takes an interest in his business.

I have seen hundreds of men apply for umpire berths and felt competent to make good, until they were asked three or four off-hand questions, when they were forced to admit they had not learned their lesson before applying for the place.

I never knew but one man who could explain the meaning of every rule in the SPALDING OFFICIAL GUIDE, and that was the late Harry Wright, who was absolutely letter perfect, and always willing to teach all comers. Base Ball was a deep study with Mr. Wright and each spring he would hand each of his players a book of rules and expect each man to read carefully, and be prepared to answer any question that he might ask. By this system the players under Mr. Wright were always far ahead of the fraternity, and won many points by their better knowledge of the game.

The late Robert Ferguson was a natural rule maker, and always advised umpires to consider "fair play" when in doubt

about a rule. Ferguson contended that the umpire alone could make ground rules, as there was no provision in the GUIDE until "fair play" and Ferguson's rules became synonymous. Players should learn the rules.

COLLIDING ON THE BALL FIELD.

Team mates colliding on a ball field during a game is wholly unnecessary, and yet many games have been lost in this way, especially before large crowds. During ordinary games, with little or no noise from cheering crowds, players can avoid all the trouble, by calling out, "I have it," when the fielders are after a fly ball. No player should call out until he is sure that he can reach the ball. Then when he does call out the other player or players running for the same fly should play to back up, and give the man who is after the ball a fair and open field. Once a fielder calls that he has it, he alone should pay attention to the ball, and he should make every effort to reach the ball knowing that he had a clear field.

Where large crowds attend the games, such as were present at the great world's championship series, the players should work with signals, as it is impossible to hear what players say. I would suggest that as soon as a player finds he can take the ball, that he stretch out his arms. This would not impede his speed and would be easily understood. In foot ball the player about to make a fair catch raises one hand above his head.

This signal would handicap a ball player at full speed, while throwing the hands wide apart is a natural move for a fielder about to pull down a fly ball.

Both the second-baseman and the shortstop are supposed to dash into the outfield at full speed for every short fly ball, and the fact that they are running with their back to the plate forces the outfielders to allow them to try for many balls that would have been easy for the outfielders. In cases of this kind all depends on the outfielder. If he calls out in time the infielder can stop. The trouble will come where the noise from the crowd prevents one player hearing the other. In this contingency the outfielder must protect the infielder by allowing the latter to make the play if possible; in fact, all depends on the outfielder.

CLIMATIC CONDITIONS DISCUSSED.

A ball player might be valuable to a club in New Orleans and of little use to a team in Boston.

The best players have found it next to impossible to give good satisfaction to clubs in Washington and St. Louis, to feel at home and do good work in Boston and Chicago.

It is a rare thing to find a major league pennant winner from an inland city, and the reason for this is often given as the result of climatic conditions.

For example, the great pitcher, Cy Young, was all out of condition and pitched a few games for the St. Louis club. He enjoyed the distinction of being considered one of the best for ten years at Cleveland, and kept up his splendid work as soon as he came to Boston. He claimed that St. Louis did not agree with him, and it was too hot there in the summer, while the cool breezes of the lake at Cleveland, and the sea at Boston put him on edge for his best work.

For years players have fought shy of Washington, while delighted to play in New York, Philadelphia, Boston, Chicago and Detroit, where the conditions were more favorable for invigorating weather.

Players pass from the big leagues of the north with lame arms and other ailments to revive as soon as they take up their homes in the Southland. The east winds of Boston are trying to pitchers who depend on curving, while the South is the proper country for the player with a lame arm. The players seldom mind the heat in the South, as it comes gradually and is generally cool at night.

Going West into the higher altitudes, the weak lunged players will find the best playgrounds, for a young man may be a frost in Boston, and win the applause of the fans in Denver. Large sized players have a chance to do their best work in the cooler cities, while the smaller player will thrive in the South and far West.

Washington and Cincinnati have never been able to win anything more than a minor league championship since Base Ball became a national institution.

Boston, New York, Brooklyn, Chicago, Baltimore, Detroit and Pittsburg have monopolized the honors under organized ball, and Pittsburg, the city at the junction of two rivers, had to strike her colors when she met the vigorous youth of Boston, fed on baked beans and east wind.

The most delightful cities to play ball in for a season are San Francisco, Oakland, Portland (Oregon), Boston, New York, Brooklyn, Philadelphia, Cleveland, Detroit, Chicago and Milwaukee, and other cities close to the salt water and big lakes.

On several occasions Cincinnati started out with pennant possibilities, but was never able to finish in the fast company of the major leagues. The only team that ever won for the Queen

City was the famous Cincinnati Reds, of '69 and '70. The team was made up mostly of Eastern players and four-fifths of the games were played away from home.

Where teams are as evenly matched as they are at the present time, in the major leagues, the climatic conditions will tell the story nine times out of ten.

In picking a team for one of the warmer or inland cities it would be well to select the kind of player most likely to flourish under the conditions, and the older the player the more particular he becomes; and while able to hold up his end will be apt to pick out the place instead of being selected. I know of several players who failed to put their best efforts forth, simply because they were anxious to go to other cities, where the conditions would suit their physical makeup.

The mistake is often made of training a ball team in the warm weather of the far South, and then bringing the men to the North for severe games. The result is bad and often very costly to the club. A gradual drifting from one climatic condition to another is a fairly safe proposition, but there is nothing more dangerous to limb and muscles than quick changes from South to North in the early spring.

Curve pitchers can do their best work in the warmer climates, while the best batsmen are in their glory with the cool, bright, sunny conditions of the climate.

THE KNOCKER IN BASE BALL.

There is absolutely no room for the knocker in a successful Base Ball team.

Some of the strongest teams ever organized have gone to pieces as the result of adding this microbe to the payroll of a ball club. There is no instance in the history of our game where a pronounced knocker has ever shone as a success, while a long string of signal failures were branded as champion knockers after showing their true colors in the handling of great ball players.

A few names stand out in Base Ball as successful managers of men on the ball field. First comes Harry Wright, who originated and developed professional Base Ball; then comes A. G. Spalding, A. C. Anson, John M. Ward, Charley Comiskey, Frank G. Selee, Edward Hanlon, Fred Clarke, James Collins, Connie Mack and John McGraw. Those men were in absolute control of their teams and no man living can point to one instance of knocking by this select band of successful Base Ball directors. Every team handled by these men contained one or

more grand master of the art of knocking, but were always marked men and held in place by the tact of the man at the helm.

In the major leagues every knocking player is a marked man, for the tip is passed along from one club to another, until the player is often released for this cause alone. He knows his own faults and each time determines to cut it out, but he cannot resist the temptation to indulge again in the exquisite pleasure when he finds a manager willing to listen, until once more passed up as a trouble maker.

The greatest ball players are as sensitive as the E string of a violin and the semblance of a knock will often put them to the bad. Deep-thinking players have grown wise to the effects of making offhand remarks about each other, no matter how inviting the occasion, until the professional ball player is gradually becoming a model of discretion.

I will take John McGraw for an example. Being in absolute control of his New York players, he is not hampered by the owners of the club. No club in the business has a greater number of men who have been knocked from one club to another as New York. With a full quota of knockers in line, McGraw has taken this combination and by his own example has rounded out a well behaved lot of professionals. Success will weld the players together and the men listen to "Little Mack," who is ever on the alert for their good will, while never afraid to call down the guilty man. McGraw has practically reformed several bad men. Collins, Clarke, Mack, Comiskey and Selee have tamed an army of erratic players. Players are like the strings of a golden harp, they forever need tuning up, and it takes a master hand and mind to blend the notes into perfect harmony.

Some of the best ball players in the past, have withered under the expression, "You're a knocker," until a clever manager, as well as the level-headed player, is ever careful not to come under this class. The meanest kind of a knocker is the player who carries stories to the club officials. If the men in charge are not bright enough to keep in close touch with the hired players, why, they are entitled to a shade the worst of it, is the rock bottom philosophy of the ball player, and this is what makes valuable a manager who is up to the inside work of the player, both on and off the field, and such were the accomplishments of the men who made a success in the Base Ball business. No superficial knowledge ever won out, and but one man in the history, not a professional himself, at one time, ever won the blue ribbon of success. That exception to the rule was Frank G. Selee, who ever managed to be surrounded with high

class lieutenants, who were never jealous of their manager and gave him their best efforts.

Frank Selee was ever on the alert for the knocker, and when he discovered one he was released in a quiet way and passed out of Selee's control. I could quote several cases in point while Selee managed the Boston club for a dozen years.

The president of a ball club should never resort to personalities about ball players in general, and particularly not about his own men, no matter how poor their work may be, for the players have their off days just as in other lines of work, and it is when poor luck is following closely they need the most sympathy. Once the players have pronounced the official of the club a knocker trouble begins and the club commences to lose the power of making money, and very often able managers are unable to get proper results, simply because they are forced to take orders from men who are not capable of understanding the laws of friction in a Base Ball club, where mind over matter is just as essential for success as a good pair of legs. Be charitable but firm.

Ball players usually know better than any one else when they are failing to make good and will ever listen to a fair criticism from the man in charge.

The pick of the profession could not land a team in the first division if compelled to travel with a knocker as leader. Hearts as well as heads and hands win ball games, and the combination, like an eight-day clock, must be continually regulated and looked after.

Let the fan knock, let the reporters have their little knock. The man who never attends the game is bound to knock on general principles. The team will thrive, even under these conditions, but let the officers of the club come under the head of knockers and there is no chance for success, for a ball team with a knocker in command is like a boat drifting onto hidden rocks with her rudder gone.

In the words of a Quaker Base Ball philosopher, "If you can't boost, don't knock."

SPALDING'S SIMPLIFIED BASE BALL RULES

Simplified Base Ball rules have been prepared by Mr. A. G. Spalding of New York and Chicago, who is the recognized authority on the National Game. They are of great assistance to beginners as well as to veterans. Based on the Official Playing Rules, as published in Spalding's Official Base Ball Guide, they state in condensed form all the technicalities that must be observed in the sport without the somewhat dry and formal wording which is necessarily employed by the rule makers to state each fact with great explicitness.

The Simplified Rules are intended especially for the amateur player and spectator. It is frequently the case that both have neither the time nor the inclination to study at length the reason for motives through the intricacies of the Complete Code of Playing Rules. The latter are essential, of course, to the professional expert.

In the Simplified Rules nothing will be found lacking which is accessory to the game. Wherever the technical reading of a rule is sought the simplified code provides for ready reference, which is another point in its favor.

A division is made of the important departments under appropriate headings, with a special notation referring to the particular official rule in the SPALDING GUIDE bearing upon the point which is under discussion. By this method it will be observed that it is easy to turn from the Simplified Rules to the Official Rules whenever the exact law as laid down by the authorities of the major leagues is deemed requisite for consultation.

The Ball Ground— How to Lay it Out

Base Ball is played upon a level field, upon which is outlined a square, which is known as the infield or "diamond." The term "diamond," in a broader sense, is also frequently used in the United States to apply to the entire playing field. Literally, however, the "diamond" is the infield proper.

The infield is bounded by the base-running paths, which extend from base to base. The bases are placed at right angles to each other, on each corner of the "diamond," at intervals of ninety feet beginning from the home plate. Thus, first base must be ninety feet from home plate, second base ninety feet from first base, third base ninety feet from second base and also ninety feet from the home plate, thus completing a perfect square.

The territory which lies behind third base, second base and first base, beyond the infield and within the lines defining fair ground and also without these lines, is known as the outfield. All that portion of the field outside of the base lines that extend from home plate to first base and from home plate to third base, all territory behind the home plate and all territory outside of straight lines reaching from the outside corner of third and first bases indefinitely to the outfield is foul ground.

Sometimes it is impossible for boys who desire to play Base Ball to obtain a field sufficiently large for the regulation

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diamond, whose dimensions have previously been stated, and in such cases an effort should always be made to place the bases at equal distances from each other in order that the symmetry of the diamond and the correct theory of the game may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their amusement, since they are better able to cover the ground in fielding the ball in a smaller area and do not become so fatigued by running the bases when the latter are stationed at their full legal distance from each other.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

The pitcher's position on a diamond of regulation size is located sixty and five-tenths feet from home plate, and on a straight line, extending from home plate to the center of second base. It, too, should be denoted by a plate of whitened rubber, to be sunk until its upper surface is on a level with the surface of the field. This plate should be the shape of a parallelogram twenty-four inches long by six inches wide, with the longer sides of the parallelogram at right angles to home plate.

If a diamond smaller than the regulation size be used, the pitcher's position should be relatively closer to home plate.

(For detailed description of laying out a "diamond" see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official National League Ball is used in regulation games, but for players fifteen years of age or younger, the Spalding Official "National League Junior" ball, made the same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Mark Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule No. 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over ten ounces and measuring not over fourteen inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all champion players.

(See Rule No. 20 of Spalding's Official Base Ball Guide.)

Players' Uniforms

Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other.

(See Rule No. 19 of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches back of and on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. The coaches may not go within fifteen feet of the base lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

(See Rule No. 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed upon any part of the playing field except the players in uniform, the manager of each side (and the latter not when the game is in progress, except that he is in uniform); the umpire and the officers of the law. No manager, captain, or player is supposed to address the spectators. In a regular League match this is considered a violation of the rules.

(See Rules Nos. 75-77 of Spalding's Official Base Ball Guide.)

Soiling and Providing Balls

No player shall be allowed to soil a new ball prior to putting it into play.

In League games the home team provides the ball. It is customary in smaller leagues to expect the home team to do the same. The umpire has the custody of the ball when it is not in play, but at the conclusion of the game the ball becomes the property of the winning team.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

Number and Positions of Players

Two teams make up each contest with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter and within ten feet of home plate. Players in uniform must not occupy seats in the stands or mingle with the spectators.

(See Rules Nos. 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

(See Rule No. 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home team has the choice of innings and determines whether the ground is fit for play providing it has rained before the beginning of the game. If two clubs from the same city are playing, the captain of the team on whose ground the game is played has the choice of innings.

(See Rule No. 29 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of the team losing the choice of innings in their respective positions. The first batter of the opposing team is in his "box" at home plate. This "box" is a parallelogram, six feet by four, on either side of home plate, and six inches back from the furthest corner of the plate.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

The umpire may take his position, at his option, either behind the pitcher or the catcher. He judges all balls and strikes, declares all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only by the latter when there is a difference of opinion as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite first base and the other opposite third base, but they must never approach either base to a distance closer than fifteen feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine he must always bat in the order of the man who retires from the game. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less of play than the side first at bat it is the winner of the game, provided that the side first at bat has completed five full innings as batsmen. A game is also won if the side last at bat scores the winning run before the third hand is out.

In case of a tie game play continues until at the end of even innings one side has scored more runs than the other, provided that if the side last at bat scores the winning run

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before the third hand is out the game shall terminate. This latter provision applies to a regular nine-inning game. Rules relative to drawn games and games that are called because of atmospheric disturbances, fire or panic will be found under the head of "Umpire's Duties."

(See Rules Nos. 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

Before pitching the ball the pitcher must face the batsman with both feet squarely on the ground and in front of the pitcher's plate. When the ball is delivered the pitcher must face the batter and one of his feet must be in contact with the pitcher's plate. Not more than one step must be taken in the act of delivery.

Whenever the ball after being pitched and without striking the ground goes over any part of home plate between the knee and the shoulder of the batsman it must be called a strike, whether the batsman strikes at it or not.

If the pitcher fails to deliver the ball over any part of the plate, or if he delivers it over the plate above the shoulder or below the knee and the batsman declines to strike at it, it is called a ball.

If the ball touches the ground before it passes home plate and is not struck at by the batsman, it is a ball and must be called as such by the umpire. If struck at, it is, of course, recorded as a strike.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

After the batsman steps into his position the pitcher must not throw the ball around the infield, except to retire a base runner. If he violates this rule and, in the opinion of the umpire, is trying to delay the game, the umpire may call a ball for every throw thus made. If the pitcher occupies more than twenty seconds in delivering the ball to the batter the umpire may call a ball for each offense of this nature.

The pitcher must not make any motion to deliver the ball to the batsman and fail to do so, nor must he feint to throw to first base when it is occupied by a runner and fail to complete the throw. Violation of this rule constitutes a balk which gives all runners who are on the bases at the time an opportunity to advance a base each without being put out.

A balk is also declared when the pitcher throws to any base to catch a runner without stepping directly toward that base in the act of making the throw; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in the act of delivering the ball; when neither foot of the pitcher is in contact with the pitcher's plate in the act of delivering the ball; when in the opinion of the umpire the pitcher is purposely delaying the game; when he stands in his position and makes any motion with any part of his body corresponding to his customary motion when pitching and fails immediately to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball, at which the batsman has not struck, hits the batsman or the umpire before the catcher touches it,

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the umpire must call it a dead ball and no base runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him.

If a batsman makes a foul strike, if a foul hit is not caught, if the umpire declares a dead ball, or if a fair hit ball touches a base runner, the ball becomes dead and is not in play until after it has been returned to the pitcher, standing in his position, and the umpire has given the word to resume play. No base runners may advance when the ball is not in play.

Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril. The pitcher may then throw a runner out wherever he sees a possibility of doing so. Should a spectator retain possession of a blocked ball, or throw it or kick it out of the reach of the fielder who is endeavoring to recover it, the umpire must call "Time," and hold all runners at such bases as they occupied when he called "Time" until after he has permitted play to resume, with the ball returned to the pitcher standing in his position.

(See Rules Nos. 30-37 of Spalding's Official Base Ball Guide.)

Batting Rules

Before the game begins each captain must present the batting order of his team to the umpire, who shall submit it to the captain of the other side. This batting order is followed throughout the game except when a player is substituted for another, the substitute batting in the order of the retired player.

Each player of each nine must go to bat in his regular order unless a substitute has been authorized to take his place.

After the first inning the first batter in each succeeding inning is the player following the man who completed his full time at bat in the inning before. For instance, if a batter has but one strike in the first inning and the third hand be put out while he is at bat, he becomes the first batter in the following inning, not having completed his full time at bat in the inning previous. In such case, any balls and strikes called in the previous inning do not count when he resumes his time at bat.

Players of the side at bat must remain on their seats on the players' bench except when called upon to bat, to coach, or to act as substitute base runners.

No player of the side at bat except the batsman is privileged to stand in the space behind the catcher, or to cross it while the pitcher and catcher are handling the ball.

Players sitting on the bench of the side at bat must get out of the way of fielders who approach them while trying to field a batted or thrown ball.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield

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inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit.

Any legally batted ball that falls on foul territory beyond first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike.

Any hit going outside the ground is fair or foul as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure in which the contest takes place. A legal home run over a wall or a fence can only be made when the wall or fence is 235 feet from the home plate. This rule is not invariably followed in amateur games.

If the batsman strikes at a pitched ball and misses it, a strike is called.

If the batsman fails to strike at a pitched ball which passes over the plate at the proper height, a strike is called.

A foul tip caught by the catcher is a strike.

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is a foul strike and the batsman is out.

If a batsman bats out of turn and it is discovered after he has completed his time at bat, but before the ball has been delivered to the succeeding batsman, the player who should have batted is out, and no runs can be scored, or bases be run, on any play made by the wrong batter. This penalty is not enforced unless the error has been discovered before the ball is delivered by the pitcher to the succeeding batsman.

If the error is discovered while the wrong batsman is at bat, the proper player may take his place, but he must be charged with whatever balls and strikes have already been recorded against the wrong batsman. Whenever this happens the batters continue to follow each other in their regular order.

Should the batsman who is declared out for batting out of order be the third hand out, the proper batsman in the next inning is the player who would have come to bat had the side been retired by ordinary play in the preceding inning.

The batsman is out if he fails to take his position within one minute after the umpire has called for him.

SPALDING'S OFFICIAL BASE BALL GUIDE.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, providing the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and providing the ball does not strike some object other than a fielder before being caught. It has been ruled that when the ball lodges in the catcher's protector by accident and he secures it before it falls to the ground, the catch is fair. This is a very exceptional play.

The batsman is out on a foul strike.

The batsman is out whenever he attempts to hinder the catcher from fielding or throwing the ball, either by stepping outside of the lines of his position or by deliberate obstruction.

The batsman is out when three strikes are called and first base is occupied, whether the catcher holds the ball or not, except there be two hands out at the time.

The batsman is out, if, while attempting a third strike, the ball touches any part of his person, and base runners are not allowed to advance.

Before two men are out, if the batsman pops up a fly to the infield with first and second, or first, second and third bases occupied, he is out if the umpire decides that it is an infield hit. The umpire shall immediately declare when the ball is hit whether it is an infield hit or an outfield hit. It is customary for the umpire to call the batter out in case that he decides it an infield hit, so that base runners may be protected and not force each other out through the medium of a double play.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike.

The batsman is out if he steps from one batsman's box to the other after the pitcher has taken his position.

(See Rules Nos. 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run.

No base runner may score ahead of the men who precedes him in the batting order, if that player is also a base runner.

The batsman must run to first base immediately after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

If the batsman is hit by a pitched ball, either on his person or clothing, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, and that he used due precaution to avoid it, he is entitled to run to first base without being put out.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if a fair hit ball hit either the person or clothing of an umpire or a base runner who is on fair ground.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a

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base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Any base runner is entitled to advance one base when the umpire calls a balk.

Any base runner is entitled to advance one base when the ball, after being delivered by the pitcher, passes the catcher and touches the umpire, or any fence or building within ninety feet of the home plate. The penalty in regard to touching a fence or building is frequently waived by mutual consent where the ground area is limited.

If a fielder obstructs a base runner the latter may go to the next base without being put out, providing the fielder did not have the ball in his hand with which to touch the runner.

A base runner may advance a base whenever a fielder stops or catches the ball with his cap, glove, or any part of his uniform detached from its proper place on his person.

The base runner shall return to his base without liability of being put out when a foul is not legally caught, when a ground ball is batted foul, or when the batter makes a foul strike.

On a dead ball the runner shall return to his base without liability of being put out, unless it happens to be the fourth pitched ball to the batter, in which case, if first, or first and second base, or first, second and third bases be occupied, runners shall advance to the next bases in regular order. If by accident the umpire interferes with the catcher's throw, or a thrown ball hits the umpire, the runner must return to his base and is not to be put out. If a pitched ball is struck at by the batsman, but missed, and the ball hits the batsman, the runner must return to his base and may not be put out. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

If after the third strike has been called and missed by the catcher the then batsman attempts to hinder the catcher from fielding the ball, he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or throws it to first base, and the first baseman touches the base, or the batsman, before the latter can get to first base, the batsman is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the base line, he is out, except that he may run outside of the line to avoid interference with a fielder trying to field the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

Whenever the runner is on the way from first to second base, second to third base, or third base to home plate, or in reverse order trying to secure the base which he has just left, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder, he is out. However, if a fielder is on the line trying to field a batted ball, the runner may run behind him to avoid interference, and shall not be called out for it.

Interference with a fielder attempting to field a batted ball

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retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to field the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, to avoid being put out when not on base, he shall be declared out.

If a runner fails to get back to a base after a foul or fair hit fly ball is caught, other than a foul tip, before the ball is fielded to that base and legally held, or the runner be touched by a fielder with the ball in his hands before he can get back to the base last occupied, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings as the runner strikes it, he cannot be put out.

If a runner is on first base, or runners are on first and second bases, or on first, second and third bases, and the ball shall be legally batted to fair ground, all base runners are forced to run, except in the case of an infield fly (previously referred to), or a long fly to the outfield. Runners may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught, or after a long fly to the outfield is caught, the base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In such case no base shall be run, unless necessitated by the batsman becoming a base runner. No run shall be scored nor shall any other base runner be put out except the one hit by the batted ball, until the umpire puts the ball in play.

A runner who fails to touch each base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder, provided that the ball has not been delivered to the batsman in the meantime by the pitcher.

If a runner fails to return to the base that he occupied when "Time" was called after the umpire has announced "Play" he is out, provided that the pitcher has not in the meantime delivered the ball to the batsman.

The runner is out if he occupies third base with no one out or one out and the batsman interferes with a play that is being made at home plate.

The runner is out if he passes a base runner who is caught between two bases. The moment that he passes the preceding base runner the umpire shall declare him out.

When the batter runs to first base he may overrun that base if he turns to the right after passing it. If he turns to the left he renders himself liable to be touched out before he gets back to the base.

If, before two hands are out, and third base is occupied, the coacher at third base shall attempt to fool a fielder who is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home plate, the runner on third base must be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the

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fielding side, the runner trying for the base shall be declared out.

If a runner touches home plate before another runner preceding him in the batting order, the former loses his right to third base.

(See Rules Nos. 52-57 of Spalding's Official Base Ball Guide.)

Coaching Rules

The coaches must confine themselves to legitimate directions of the base runners only, and there must never be more than two coaches on the field, one near first base and the other near third base.

(See Rule No. 58 of Spalding's Official Base Ball Guide.)

Scoring of Runs

One run shall be scored every time that a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home on or during a play in which the third man is forced out, or the third man is put out before reaching first base, the runner shall not be entitled to score.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball home until the man has completed the circuit of the bases, the latter is entitled to a home run, provided the fielder has not made a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a hit for one base, which is also known as a single.

(See Rule No. 59 of Spalding's Official Base Ball Guide.)

Ground Rules

Any special ground rules shall be understood by both team captains and the umpire, or umpires, in case there be two officials. The captain of the home club establishes the ground rules.

(See Rule No. 69 of Spalding's Official Base Ball Guide.)

Umpire's Duties

The umpire has the right to call a draw game, whenever a storm interferes, if the score is equal on the last inning played. Calling a "draw game" must not be confounded with calling "time."

If the side second at bat is at bat when a storm breaks, and the game is subsequently terminated without further play, and this side has scored the same number of runs as the other side, the umpire can call the game a draw without regard to the score of the last equal inning. In other words, the game is a draw just as it rests.

Under like conditions if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play";

if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for objecting to decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a player of his own side run for him.

Play may be suspended by the umpire because of rain, and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason.

Umpire's Authority

Under no circumstances shall a captain or player dispute the accuracy of an umpire's judgment and decision on a play. If the captain thinks the umpire has erred in interpretation of the rules he may appeal to the umpire, but no other player is privileged to do so.

(See Rules Nos. 61-62 of Spalding's Official Base Ball Guide.)

General Definitions

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

"Inning" is the time at bat of one team and is terminated when three of that team have been legally put out.

"Time at Bat" is the duration of a batter's turn against the pitcher until he becomes a base runner in one of the ways prescribed in the previous rules. In scoring a batter is exempt from a time at bat if he is given a base on balls, if he makes a sacrifice hit, if he is hit by a pitched ball, or if he is interfered with by the catcher.

(See Rules Nos. 78-82 of Spalding's Official Base Ball Guide.)

Scoring Rules

Each side may have its own scorer and in case of disagreement the umpire shall decide, or the captain of each team may agree upon one scorer for the match.

(See Spalding's Official Base Ball Guide for the Scoring Rules, and see Spalding's Official Score Book for a Complete Guide on "How to Score Correctly and with Understanding.")

What a Base Ball Club Needs

It is immaterial what position a ball club occupies, be it a National League team, a minor leaguer or a lot team, the most important article of the game is the ball, and a club should have the best ball made. The

Spalding Official National League Ball—the adopted ball of the National League for over thirty years—is the leader wherever Base Ball is played, and is used by nine-tenths of the organized leagues throughout the world. The price is \$1.50 each, but when ordered by clubs in dozen lots a special club price of \$15.00 a dozen is made. The famous Spalding line of Base Balls includes in addition to the Official National League

Ball fourteen other balls, all well made and bearing the Spalding trade-mark, as follows:

The Spalding "Double Seam" League Ball. This ball is made materials as the National League to last a full game. Price, \$1.50.



A
"Container"
of
a dozen
Spalding
Official
League Balls.

with the same care and of the same Ball, but is double stitched; warranted

The Spalding "National Association" Ball. This is a splendid ball, second only to the National League Ball, and is warranted to last a full game under ordinary conditions. Price, \$1.25 each, and in dozen lots to clubs, \$12.00 per dozen.

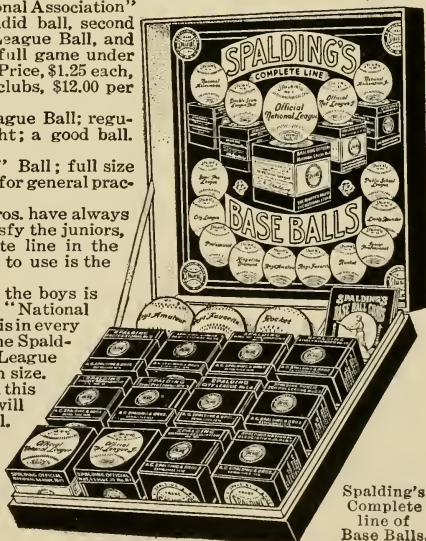
The "Semi-Pro" League Ball; regulation size and weight; a good ball. Price, \$1.00.

The "City League" Ball; full size and weight; excellent for general practice. Each, 75 cents.

A. G. Spalding & Bros. have always made it a point to satisfy the juniors, and the only complete line in the world for the juniors to use is the Spalding line.

The official ball for the boys is the Spalding Official "National League Jr." This ball is in every respect the same as the Spalding Official National League Ball, except smaller in size. All games played with this Junior League Ball will be recognized as legal. Price, \$1.00.

The "National Association Jr." is same in every way as the "National Association," but smaller in size; it costs 75 cents.



Spalding's
Complete
line of
Base Balls.

SPALDING'S OFFICIAL BASE BALL GUIDE.



Keeler
Model

The ball that promises to be a popular one among the juniors this year will be the "Public School League." It is a well made, junior size ball, with horsehide cover. It is one of the best balls for general practice for boys' teams. Price, 50 cents.

The rest of the Spalding line includes the Spalding "Professional," at 50 cents; "King of the Diamond," 25 cents; "Lively Bounder," 25 cents; "Junior Professional," 25 cents; "Boys' Amateur," 10 cents; "Boys' Favorite," 10 cents, and "Rocket," 5 cents.

With such a variety to select from, any team can get a Spalding ball suitable to its needs, and when a Spalding ball is used there is no question of unfairness or irregularity, as the Spalding line is uniformly made and universally recognized as the standard wherever a game is played.

THE BAT

Before starting on a description of the Spalding line of bats, the following article from the New York Evening Journal of February 1, 1908, by Sam Crane, the old-time player and now the Base Ball writer on that publication, will be of interest.

BY SAM CRANE

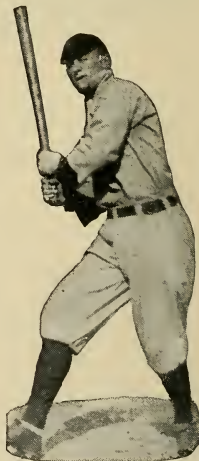
"Before McGraw left for Los Angeles he went down to the cellars of A. G. Spalding & Bros, and selected a string of bats that spell base hits. Six dozen of them McGraw picked out, and they were all those seasoned fellows that 'zing' whenever the ball is met on the trade mark.

"McGraw, when he selected the bats, said to me: 'It is the bats that tell the story and make ball players. Pitchers may be all right, and I guess they are, but give me the bat I want—the one that feels good to me—and I will make all the other fellows extend their grounds.'

TAKES PLENTY OF BATS.

"Well, Murphy takes down with him to Marlin Springs all those pitcher disturbers, and there is not a big stick in the bunch that don't call for a .300 average. Even Leon Ames has a bat labeled in his name that will produce results—so 'tis said."

The Spalding line of bats is a most complete one. The leader is the Spalding "Gold Medal" Bat. Its popularity has been secured by its superiority. It is perfect in balance and finish and the quality of timber the best; made in light or dark finish and with plain or taped handle. Price, \$1.00 each, Spalding Boys' "Gold Medal" plain bat, 50 cents. The Spalding "Record" Bat is made from the same models as the Gold Medal bats, but finished in rough and ready style, with no polish—simply the plain oil finish. Packed one



Tyrus R. Cobb,
Champion Batsman
American League.

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dozen in a crate (assorted lengths from 30 to 35 inches and weights from 36 to 42 ounces). The Record Bat is especially recommended for club use, including college and school teams. Price, \$1.00 each.

As usual, Spalding introduces something new this year—"Players' Autograph" Bats. This line was established to satisfy the ever-increasing demand from players throughout America for bats of the same model as used by the leading batsmen, and they are duplicates of the models of the well known stars, such as Cobb, Chance, Stone, Keeler, Bresnahan and Huggins, and the line has been so selected that it is immaterial what size, weight or length bat a player wants he is sure to hit it in one of the "Autograph" bats. The cost of the "Autograph" bats, plain oil finish, is \$1.00 each; special to clubs, \$10.00 per dozen.

The Spalding "Trade-Mark" bats still retain their old-time popularity, because they are kept up to the high standard set for them in the early days of the game, when they were introduced by A. G. Spalding & Bros. in 1877, and have been recognized for over thirty years as standard by players. No. 3-OT is a wagon tongue ash bat, taped handle, 50 cents; No. 3-O, Wagon Tongue ash bat, plain handle, 50 cents; No. OXT, Axletree bat, taped handle, 35 cents; No. OX, Axletree bat, plain handle, 25 cents.

It is in the Spalding Boys' Bats that A. G. Spalding & Bros. appeal to the youngsters. No. 3X, Junior League bat, plain handle, extra quality ash, spotted burning, 25 cents; No. 3-OB, Boys' Wagon Tongue bat, taped handle, 25 cents; No. 2XB, Boys' bat, good quality ash, 10 cents.

The bat and the ball taken care of, we will now consider other necessary implements, the inflated body protector, for instance. These come in five different styles, ranging in price from \$3.00 to \$8.00; for boys, the "Youths'," well made, costs \$2.50.

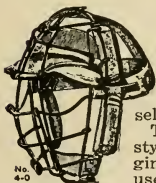
MASKS

Spalding's Masks are the best on account of their superior workmanship, and their long experience as manufacturers. With a poor mask, a catcher takes a big risk, when by buying an article that is made right, he saves himself from possible disfigurement for life.

There are no less than fourteen different styles to select from in the Spalding line, beginning with the "Sun Protecting" Mask, used by prominent leaguers, at \$4.00, to the Spalding "Special Soldered" Mask, \$4.00; "Neck Protecting" Mask, \$3.50; "National Association" Mask, \$2.50; "Semi-Pro League" Mask, black finish, \$2.50, and the "Regulation League," three different styles, \$2.00 and \$1.75 in black wire, and \$1.50 in bright wire.

The younger players have five different masks to select from. Spalding's "Amateur," \$1.00; "Boys' Amateur," black wire, \$1.00; "Regulation" Mask, 75 cents; "Youths'" Mask, 50 cents, and No. "D," slightly smaller than the Youths' mask, 25 cents.

Spalding now makes a special mask for umpires which combines the neck-protecting arrangement and a special ear protection. It costs \$5.00, and is the safest mask for an umpire to wear.



No. 4-O



No. 3-O



No. 2-O



No. 3-O



No. 2-O



No. 8-Q

SPALDING'S OFFICIAL BASE BALL GUIDE.

All clubs need Bases, Home Plates, Pitchers' Plates, Foul Flags, Uniform Bags—these Spalding's have in various qualities, prices and designs.

Then there are Bat Bags for the club. No. 2, of waterproof canvas, to hold twelve bats, at \$3.50; No. 3, for six bats, \$2.00. No. 7 is a special club bat bag, of sole leather, made particularly for leagues, colleges and clubs; just the thing for clubs that travel on a schedule, \$30.00 each.

There are also individual bat bags. No. 01 is of sole leather and holds two bats, it costs \$4.00; No. 02, of heavy waterproof canvas, \$1.50; No. 03, heavy canvas, \$1.00.

Every club needs a Score Book. The Spalding line is as follows: No. 4, board cover, 30 games, \$1.00; No. 5, cloth cover, 60 games, \$1.50; No. 7, cloth cover, 160 games, \$3.00. Pocket Score Books, 10, 25 and 50 cents each.



Frank L. Chance.

The other grades are: University Uniform, No. 1, same as No. 0, but lighter in weight, \$10.00 each; Interscholastic Uniform, No. 2, a very popular suit, which can usually be worn two seasons, \$8.00 each; Club Special Uniform, excellent for amateur clubs, No. 3, \$5.00 each; Amateur Special Uniform, very popular with junior teams, No. 4, \$4.00 each; the Spalding Junior Uniform, No. 5, \$3.00 each; the Spalding Youths' Uniform, No. 6, in good quality gray material only, \$1.00 each.

A coat is a necessary part of the equipment of a team. Spalding Base Ball Coats are made in four grades, and will be furnished in stock colors. The Spalding Vest Sweater, No. VG, is very popular with ball players. Best quality worsted, heavy weight, pearl buttons, price, \$6.00 each; Boys' Jacket Sweater, No. BRC, all wool, in gray only, \$2.50 each; Spalding Ribbed Coat Sweater, No. CDW, made of very good quality worsted, ribbed knit, in gray only, costs \$5.00 each.

The Spalding T Shirt is the most comfortable garment ever designed for base ball pitchers, and is especially serviceable during the early spring and late fall games; all wool merino, fleece lined, with roll collar and long sleeves, \$3.50 each.

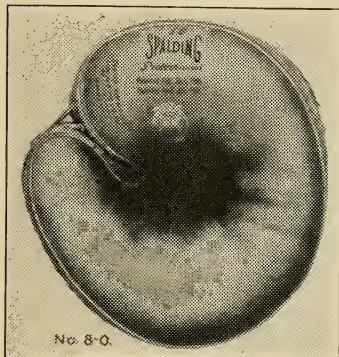
The Spalding measurement blank and a complete lot of samples and prices of uniforms will be sent free to any address upon request. To save time, write to the nearest Spalding store, a list of which can be found on the inside front cover.

UNIFORMS

The Spalding line of Uniforms includes eight different grades, and is the only complete line of uniforms that a ball player has to select from. Catering to the highest class of ball players, Spalding is naturally in a position to give an amateur team the highest class of goods at the lowest prices, and made in a way that experienced base ball tailors can effect. The highest grade made is the No. 0 Uniform, in fifteen different colors. The blue check, red stripe and green stripe present new features for uniforms, and are meeting with excellent favor among different clubs. Price, \$12.50 each when ordered for team.

Spalding No. M Uniform, the Minor League Uniform, is for a club that desires a medium price uniform that is sure to give them good service. It is without doubt one of the strongest and most durable uniforms at the price and cannot be equaled. Team suits, \$7.50 each.

What a Base Ball Player Needs



Twenty-three styles of Catchers' Mitts—and every one a winner—comprises the Spalding line for 1908. Every catcher, no matter what pet ideas about a mitt he may have, will find them embodied in some particular style of a Spalding Mitt. As Spalding's have a store in every city of the National League and American League circuits, they are naturally the headquarters for Base Ball and are continually receiving suggestions from all of the leading players, who visit the stores to get their equipment.

Space does not permit much more than a list of names and prices, but no boy should fail to send for a copy of the Spalding Base Ball Catalogue, which contains pictures,

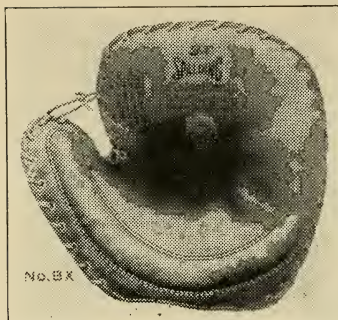
prices and descriptions of everything new in Base Ball. Write to the nearest Spalding store (see inside front cover for list) and the catalogue will be sent by return mail, free of charge.

The very best Catchers' Mitt made is the Spalding No. 9-0 Mitt, called the "Three-and-Out." This is the "last word" in Mitts and is certainly a masterpiece. It costs \$8.00. The balance of the line, each with some particular merit, and the best for the money that can be bought, is as follows:

Spalding "Professional" Catchers' Mitt, No. 8-0.	. . .	\$7.00
Spalding "Scoop" Catchers' Mitt, No. S.	. . .	10.00
Spalding "International" Catchers' Mitt, No. 7-OR.	Black. . .	7.00
Spalding "Perfection" Catchers' Mitt, No. 7-0.	. . .	6.00
Spalding "League Extra" Catchers' Mitt, No. 5-0.	. . .	5.00
Spalding "League Special" Catchers' Mitt, No. 4-0.	. . .	4.00
Spalding "Decker Patent" Catchers' Mitt, No. OX.	. . .	3.50
Spalding "Decker Patent" Catchers' Mitt, No. 3-0.	Black. . .	3.50
Spalding "Interstate" Catchers' Mitt, No. 0.	. . .	3.00
Spalding "Decker Patent" Catchers' Mitt, No. OR.	Black. . .	2.50
Spalding "Intercity" Catchers' Mitt, No. OA.	. . .	2.50
Spalding "Semi-Pro" Catchers' Mitt, No. 1R.	. . .	2.00
Spalding "Amateur" Catchers' Mitt, No. 1A.	. . .	1.75
Spalding "Back-Stop" Catchers' Mitt, No. 1C.	. . .	1.50
Spalding "Association" Catchers' Mitt, No. 2R.	Black. . .	1.00
Spalding "Club" Catchers' Mitt, No. 2A.	. . .	1.00
Spalding "Practice" Catchers' Mitt, No. 1B.	. . .	1.00
Spalding "Interscholastic" Catchers' Mitt, No. 3R.75
Spalding "Public School" Catchers' Mitt, No. 4.50
Spalding "Boys' Amateur," Catchers' Mitt, No. 4R.50
Spalding "Boys' Favorite" Catchers' Mitt, No. 4B.35
Spalding "Boys' Delight" Catchers' Mitt, No. 5.25

SPALDING'S OFFICIAL BASE BALL GUIDE.

BASEMEN'S MITTS



If you are a first-baseman you can be sure that in Spalding's very complete line of Basemen's Mitts, which consists of ten different styles, you can secure just what you want. The Spalding Mitts are made in such a way that they are practically broken in as soon as one is put on the hand. That's why they are so popular. The list follows:

Spalding "League Special,"	
No. AX.	\$4.00
Spalding "League Special,"	
No. BX.	\$4.00
Spalding "League Special,"	
No. BXR.	\$4.00
Spalding "League Special,"	
No. BXS.	\$4.00

Spalding "Professional" Basemen's Mitt, No. CO.	3.00
Spalding "Semi-Pro" Basemen's Mitt, No. CX.	2.50
Spalding "Amateur" Basemen's Mitt, No. CXR.	2.00
Spalding "Amateur" Basemen's Mitt, No. CXS.	2.00
Spalding "Double Play" Basemen's Mitt, No. DX.	1.50
Spalding "League Jr." Basemen's Mitt, No. EX.	1.00

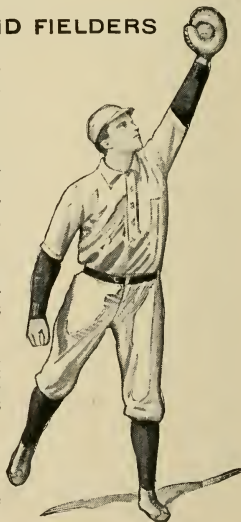
MITTS FOR PITCHERS AND FIELDBERS

Made especially for Pitchers, but nevertheless a very satisfactory style also for Basemen—in fact, the nearest approach to an all around Mitt that has ever been put out is Spalding's "League Extra" Pitchers' and Basemen's Mitt, No. 1F. The face is made of special quality white buck, and the balance of Mitt of special brown calfskin; correctly padded and without hump; laced all around and at thumb; strap-and-buckle fastening at back. It costs \$4.00. The balance of the line of Spalding Fielders' Mitts is listed as follows:

Spalding "League Special" Fielders' Mitt No. 2F, with molded brown calfskin face; extra full thumb, laced; leather lined and strap-and-buckle fastening at back. Each, \$3.00.

Spalding "League Special" Fielders' Mitt No. 3F, is made of specially tanned black calfskin; padded with best felt; reinforced and laced at thumb; leather lined; strap-and-buckle fastening at back. Each, \$3.00.

Spalding "League Special" Fielders' Mitt No. 4F, is made of the very best and softest white tanned buckskin: the thumb and at wrist is extra well padded; laced at thumb; leather lined; strap-and-buckle fastening at back. Each, \$3.00.



SPALDING'S OFFICIAL BASE BALL GUIDE.

Spalding "Professional" Fielders' Mitt, No. 5F.	\$2.00
Spalding "Semi-Pro" Fielders' Mitt, No. 6F.	1.50
Spalding "Amateur" Fielders' Mitt, No. 7F.	1.00
Spalding "Amateur" Fielders' Mitt, No. 8F.	1.00
Spalding "League Jr." Fielders' Mitt, No. 9F. This is a very popular Boys' Mitt; made of buck tanned leather, reinforced and laced at thumb; well padded.	.50
Spalding "Boys' Favorite," No. 10F. It is a Spalding Mitt and that tells the story.	.25

LEATHER LINED INFELDERS' GLOVES

The following line of Spalding Gloves is made with web of leather between the thumb and first finger, which can be easily cut out if not required. Each bears the Spalding Trade-Mark to show that they are the genuine article. Twenty-five different styles.

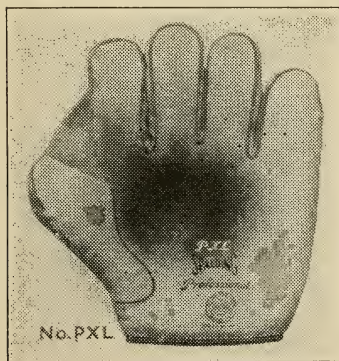
Spalding "Professional" Infielders' Glove, No. PXL.	\$3.50
Spalding "Intercollegiate" Infielders' Glove, No. 2X.	3.00
Spalding "League Extra" Infielders' Glove, No. RXL.	3.50
Spalding "Intercity" Infielders' Glove, No. 2XR.	2.50
Spalding "International" Infielders' Glove, No. 2XS, made of finest quality velvet tanned buckskin, very popular with most of the prominent players.	2.50
Spalding "Professional Jr." Infielders' Glove, No. PBL.	2.50

The balance of the line of Spalding Gloves is appended:

Spalding "Professional" Infielders' Glove, No. PX. On lines suggested by prominent players; extra long to protect wrist.	3.00
Spalding "League Extra" Infielders' Glove, No. RX. Black calfskin, general design same as "Professional."	3.00
Spalding "League Special" Infielders' Glove, No. XW.	2.50
Spalding "Semi-Pro" Infielders' Glove, No. 3X.	2.00
Spalding "Professional Jr." Infielders' Glove, No. PB.	2.00
Spalding "Association" Infielders' Glove, No. 4X.	2.00
Spalding "Amateur" Infielders' Glove, No. 3XR.	2.00
Spalding "Club Special" Infielders' Glove, No. XL.	1.50
Spalding "Champion" Infielders' Glove, No. X.	1.50

Spalding "Practice" Infielders' Glove, No. XS.	\$1.25
Spalding "Interscholastic" Infielders' Glove, No. 13.	\$1.00
Spalding "Regulation" Infielders' Glove, No. 15.	\$1.00
Spalding "Regulation" Infielders' Glove, No. 15R.	\$1.00

Spalding line of Infielders' Gloves for Juniors is a line that will appeal to the youngsters. These Gloves are identically the same as our high grade line and are made in such a way that they will last a boy indefinitely, immaterial of how hard he uses them or what use they are put to. Spalding goods are not for show window purposes only—although their lines and "style" appeal to all players—but for rough



SPALDING'S OFFICIAL BASE BALL GUIDE.

usage—and they always “stand up” under it—that’s what the Spalding Trade-Mark means when placed upon any athletic article.

The Spalding “Public School” Infielders’ Glove, No. 12, is something new; a full size glove, of white velvet tanned leather, padded, 75 cents.

The Spalding “League Jr.” Infielders’ Glove, No. 16R. Men’s size, black leather, lightly padded, leather lined. Each, 75 cents.

Spalding “Junior” Infielders’ Glove, No. 16. Full size; made of white velvet tanned leather. Each, 50 cents.

Spalding “Boys’ Amateur” Infielders’ Glove, No. 14. Youths’ professional style; buck tanned white leather, padded, with inside hump and leather lined. Each, 50 cents.

Spalding “Boys’ Favorite” Infielders’ Glove, No. 19, is made of buck tanned white leather, is lightly padded and size suitable for larger boys. Each, 25 cents.

Spalding “Boys’ Delight” Infielders’ Glove, No. 18. Made of buck tanned white leather, padded, and with inside hump. Each, 25 cents.

SHOES

When it comes to outfitting a club with Shoes it is right there that A. G. Spalding & Bros. are at home. The Spalding Shoes are acknowledged to be the best examples of base ball footwear in America to-day.

The best kangaroo leather is used for tops, best white oak leather for soles, and the finest hand-made steel plates. Spalding Shoes are made in the Spalding factory and are “bench made,” meaning that the Shoe is really made throughout by hand by a shoemaker working at a bench in the good old-fashioned way. An ill-fitting shoe is the worst handicap a player can have; it annoys him, makes him slow and afraid to take chances, and in the end causes his release. Spalding’s carry lasts of the leading players and their re-orders from season to season, are a tribute to the worth of the Spalding Shoe.

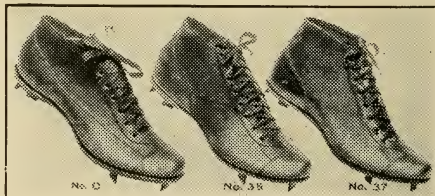
The Spalding “Highest Quality” Shoe, No. 2-0, is the one that is universally used by the best ball players; it is hand-made throughout, is light and serviceable and makes a ball player feel like playing ball. Price, \$7.00 per pair.

The Spalding “Sprinting” Base Ball Shoe, No. 30-S, is made of selected kangaroo leather and built on the Spalding famous running shoe last, the last that has made Spalding’s running shoes famous. It is strong but light and fits the foot like a glove. The “Sprinting” costs \$7.00 per pair.

The Spalding “Featherweight” Base Ball Shoe, No. FW, is the lightest Base Ball Shoe ever made; it is the shoe that the fast basemen like to wear. Owing to the lightness and fineness of its construction it is suitable for the exacting demands of the fastest players, but is not intended for general use. \$7.00 per pair.

The Spalding “Club Special,” No. 0, is made of carefully selected satin calfskin, and a very substantially constructed shoe in every respect. Price, \$5.00 per pair.

Spalding “Amateur Special,” No. 35. This is the popular one with the amateur players; it is of good quality calfskin, machine sewed; has a long life and gives good service. It is a comfortable shoe and we specially recommend it to amateurs and minor leaguers. Per pair, \$3.50.



SPALDING'S OFFICIAL BASE BALL GUIDE.

The Spalding "Junior" Shoe, No. 37. This is made with the same care as our high grade professional shoe, because if there is anything we make a special point of, it is pleasing the boys, and they go to Spalding's because Spalding satisfies them. The Spalding "Junior" Shoe is made on the regular Base Ball Shoe last, and cannot be duplicated for the money in any part of the world. Price, \$2.50 per pair.

Managers and captains of Base Ball teams who wish a complete outfit should not fail to consult the nearest Spalding store manager. Addresses will be found on the inside front cover of this book. There the captain and manager can have expert knowledge, which it is possible only for A. G. Spalding & Bros. to place at his disposal; this is worth a great deal when a captain or manager wishes to select a suitable team outfit.

No boy who expects to be a good player can get along without the Spalding Athletic Library series on Base Ball. Mr. A. G. Spalding, who was the famous pitcher of the Champion Boston team of 1872, 1873, 1874, 1875, and of the Chicago team of 1876, the first winners of the National League pennant, and who took the Chicago and All-America teams around the world in 1888-89, which created such a big sensation at that time, still retains his interest in the national game and recommends these books especially to the boys:

- No. 1 Spalding's Official Base Ball Guide. Price, 10 cents.
- No. 1A Spalding's Official Base Ball Record. Price, 10 cents.
- No. 202 How to Play Base Ball. Price, 10 cents.
- No. 223 How to Bat. Price, 10 cents.
- No. 232 How to Run Bases. Price, 10 cents.
- No. 230 How to Pitch. Price, 10 cents.
- No. 229 How to Catch. Price, 10 cents.
- No. 225 How to Play First Base. Price, 10 cents.
- No. 226 How to Play Second Base. Price, 10 cents.
- No. 227 How to Play Third Base. Price, 10 cents.
- No. 228 How to Play Shortstop. Price, 10 cents.
- No. 224 How to Play the Outfield. Price, 10 cents.
- No. 231 How to Organize a Base Ball Club; How to Organize a Base Ball League; How to Manage a Base Ball Club; How to Train a Base Ball Team; How to Captain a Base Ball Team; How to Umpire a Game; Technical Base Ball Terms. Price, 10 cents.
- No. 219 Ready Reckoner of Base Ball Percentages. Price, 10 cents.
- No. 310 Official Handbook of the National League. Price, 10 cents.
- No. 309 Official Minor League Base Ball Guide. Price, 10 cents.

CAUTION TO THE BASE BALL BOYS OF 1908

Because of your youth and inexperience, advantage is frequently taken of you base ball boys, by the so called "Just as Good" dealer, who tries to palm off on you some of his "Just as Good" Base Ball goods, made especially for him by the "Just as Good" manufacturer, when you call for the Spalding goods. You are cautioned not to be deceived by this "Just as Good" combination, for when you get onto the field you will find these "Just as Good" Balls, Bats, Mitts, etc., will not stand the wear and punishment of the genuine Spalding articles. Remember that Spalding goods are standard the world over, and are used by all the leading clubs and players. These "Just as Good" manufacturers endeavor to copy the Spalding styles, adopt the Spalding descriptive matter and Spalding list prices, and then try to see how very cheap and showy they can make the article, so the "Just as Good" dealer can work off these imitations on the unsuspecting boy.

Don't be deceived by the attractive 25 to 40 per cent. discount that may be offered you, for remember that their printed prices are arranged for the special purpose of misleading you and to enable the "Just as Good" dealer to offer you this special discount bait. This "discount" pill that the "Just as Good" dealer asks you to swallow is sugar coated and covered up by various catchy devices, that are well calculated to deceive the inexperienced boy, who will better understand these tricks of the trade as he grows older. Remember that all Spalding Athletic Goods are sold at the established printed prices, and no dealer is permitted to sell them at a greater or less price. Special discounts on Spalding Goods are unknown. Everybody is treated alike. This policy persistently adhered to makes it possible to maintain from year to year the high quality of Spalding Athletic Goods, which depend for their sale on Spalding Quality, backed by the broad Spalding Guarantee, and not on any deceiving device like this overworked and fraudulent "Discount" scheme adopted by all of the "Just as Good" dealers.

Occasionally one of these "Just as Good" dealers will procure some of the Spalding well known red boxes, place them in a showy place on his shelves, and when Spalding Goods are called for, will take from these Spalding boxes one of the "Just as Good" things, and try to palm it off on the boy as a genuine Spalding article. When you go into a store and ask for a Spalding article, see to it that the Spalding Trade-Mark is on that article, and if the dealer tries to palm off on you something "Just as Good," politely bow yourself out and go to another store, where the genuine Spalding article can be procured.

In purchasing a genuine Spalding Athletic article, you are protected by the broad Spalding Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the *Spalding Trade-Mark* that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace free of charge any such article which proves defective in material or workmanship: PROVIDED such defective article is returned to us, transportation prepaid, during the season in which it was purchased, accompanied by the name, address and a letter from the user explaining the claim.

A. G. SPALDING & BROS.

Beware of the "Just as Good" manufacturer, who makes "pretty" Athletic Goods (as if they were for use as an ornament) at the expense of "quality," in order to deceive the dealer; and beware of the substitute-dealer who completes the fraud by offering the "Just as Good" article, when Spalding Goods are asked for.

A. G. Spalding & Bros.

THE SPALDING TRADE-MARK

PROTECTS
THE
CONSUMER

AND

PREVENTS
FRAUDULENT
SUBSTITUTION

**The Nondescript
Manufacturer
says to the
Dealer :**

"Why pay 15 to 20 per cent. more for Spalding Trade Marked Athletic Goods, when I am prepared to furnish you 'Just as good' articles for so much less. price?"



**The Substitute
Dealer says
to the Con-
sumer :**

"We are just out of the Spalding article asked for, but here is something 'Just as good' at 25 per cent. less price."

Spalding Cautions the Consumer

to make proper allowances for these "JUST AS GOOD" manufacturers and substitute-dealers' statements, but see to it that the Spalding Trade-Mark is on, or attached, to each Spalding Athletic article; for without this Trade-Mark they are not genuine Spalding Goods.

We are prompted to issue this Caution to users of Spalding's Athletic Goods, for the reason that many defective articles made and sold by these "Just as Good" manufacturers and dealers are returned to us as defective and unsatisfactory, and which the consumer, who has been thus deceived, has asked us to repair or replace under our broad Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the Spalding Trade-Mark that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace free of charge any such article which proves defective in material or workmanship: PROVIDED such defective article is returned to us, transportation prepaid, during the season in which it was purchased, accompanied by the name, address and a letter from the user explaining the claim.

A.C. Spalding & Bros

Beware of the "Just as Good" manufacturer, who makes "appearance," first and "Quality" secondary, in order to deceive the dealer; and beware of the substitute-dealer, who completes the fraud by offering the consumer the "Just as Good" article when Spalding's Goods are asked for.

THE SPALDING TRADE-MARK

PROTECTS
THE
CONSUMER

AND

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FRAUDULENT
SUBSTITUTION



SPALDING

Official National League Ball

Is the Standard of the World

It is the Original League Ball It is the Official League Ball
 It is the Universally Adopted League Ball
 It is the Best League Ball

IT HAS BEEN FORMALLY ADOPTED AS THE
Official Ball of the National League for over 30 Years

It has also been adopted as the Official Ball for all Championship Games
 by the following Professional Leagues:

EASTERN LEAGUE for 20 years
NEW ENGLAND LEAGUE for 20 years
NORTHERN LEAGUE for 5 years
WESTERN ASSOCIATION for 11 years
PACIFIC COAST LEAGUE for 5 years

INTER-STATE LEAGUE for 9 years
NEW YORK STATE LEAGUE for 11 years
CENTRAL LEAGUE for 5 years
COTTON STATES LEAGUE for 5 years
INDIANA, ILLINOIS and IOWA
LEAGUE for 7 years

and by 22 other Professional Leagues that have adopted the Spalding
 Official National League Ball from 1 to 4 years.

THE Spalding Official National League Ball was first adopted by the National League in 1878, and is the only ball that has been used in Championship League Games since that time. In the recent great World's Championship Games in Chicago between the Chicago Nationals and the Detroit Americans the Spalding Official National League Ball was used.

IN addition to the different American adoptions, the Spalding Official National League Ball has been made the official ball by the governing Base Ball Associations of Mexico, Cuba, Canada, Australia, South Africa, Great Britain, Philippine Islands, Japan, and, in fact, wherever Base Ball is played. The Spalding Official National League Ball has received this universal adoption because of its well established reputation for uniformity and high quality, but the special object of such adoptions, from the players' standpoint, is to secure absolute uniformity in a ball, that will prevent unfair "jockeying" with an unknown ball, and make National and International Base Ball contests possible, and at the same time make the records of players of value, and uniform throughout the world, which can only be secured by standardizing one well known ball.

The Spalding Official National League Ball

is used by Yale, Harvard, Princeton and all prominent college teams. The soldiers and sailors in the United States Army and Navy use it exclusively. In fact, the Spalding League Ball is in universal use wherever Base Ball is played.

Once in a while a minor league will experiment for a short time with some other ball, but invariably returns to the Spalding Official National League Ball, which has now become universally recognized

The Standard of the World

Communications addressed to						
Montreal Canada		A. G. SPALDING & BROS.			London England	
in any of the following cities will receive attention						
For street numbers see inside front cover of this book.						
New York	Boston	Philadelphia	Chicago	Cincinnati	San Francisco	
Buffalo	Pittsburg	Washington	Cleveland	Kansas City	Denver	
Syracuse	Baltimore	New Orleans	Detroit	St. Louis	Minneapolis	

Prices in effect January 6, 1908. Subject to change without notice.

THE SPALDING
GUARANTEES
QUALITY



TRADE-MARK
ACCEPT NO
SUBSTITUTE



THE SPALDING OFFICIAL NATIONAL LEAGUE BALL

The Official ball of the game for over 30 years. Adopted by the National League in 1878, and the only ball used in Championship games since. Each ball wrapped in tin-foil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

No. 1. Each, \$1.50.

Official National League Jr.

Made with horse hide cover, and in every respect same as our Official National League Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

No. B1. Each, \$1.00.

Montreal
Canada

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Washington
New Orleans

Chicago
Cleveland
Detroit

Cincinnati
Kansas City
St. Louis

San Francisco
Denver
Minneapolis

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**THE SPALDING
GUARANTEES
QUALITY**



**TRADE-MARK
ACCEPT NO
SUBSTITUTE**

DES. U. S. PAT. OFF.



Spalding Double Seam League Ball

Made with same care and of same material as the Spalding Official National League Ball. The double stitch is used, making it doubly secure against ripping. Warranted to last a full game.

No. 0. Each, \$1.50



Spalding National Association Ball

Second only in quality to the Spalding Official National League Ball. Made in exact accordance with the Official rules. Best horse hide cover, rubber center, wound with all wool yarn. Warranted to last a full game.

No. NA. Each, \$1.25

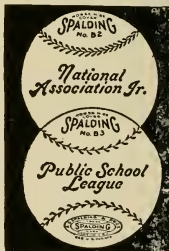


No. L3, Semi-Pro League \$1.00
Regulation size and weight and superior to any of the various imitations of the Spalding Official National League Ball.

No. L4, City League Each, 75c.
Full size and weight, well made, excellent for general practice.

No. B2, National Association Jr.
Same as National Association No. NA, only slightly smaller, **Each, 75c.**

No. B3, Public School League, 50c.
A well made junior ball; splendid for practice by boys' teams.



Send for Spalding new complete Catalogue of Base Ball Goods. Mailed Free.

Montreal Canada	<p>Communications addressed to A. G. SPALDING & BROS. in any of the following cities will receive attention For street numbers see inside front cover of this book.</p>					London England
New York Buffalo Syracuse	Boston Pittsburg Baltimore	Philadelphia Washington New Orleans	Chicago Cleveland Detroit	Cincinnati Kansas City St. Louis	San Francisco Denver Minneapolis	

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THE SPALDING
GUARANTEES
QUALITY



TRADE-MARK
ACCEPT NO
SUBSTITUTE

REG. U. S. PAT. OFF.



Spalding Professional

Selected horse hide cover; full size ball. Made of carefully selected material and warranted first-class quality. Put up in a separate box and sealed.

No. 2. Each, 50c.

Spalding King of the Diamond

This ball is full size, made of good material and horse hide cover. Put up in a separate box and sealed.

No. 5. Each, 25c.

Spalding Lively Bounder

Horse hide cover. A very lively ball; the inside is all rubber, making it the liveliest ball ever offered at the price. Put up in a separate box and sealed.

No. 10. Each, 25c.

Spalding Junior Professional

Slightly under regular size. Horse hide cover and is very lively. Carefully made and a perfect boys' size ball. Put up in a separate box and sealed.

No. 7B. Each, 25c.

Spalding Boys' Favorite Ball

A good boys' lively ball, boys' size; two-piece cover; each ball trade-marked. Packed one dozen balls in a box.

No. 12. Each, 10c.

Spalding Boys' Amateur Ball

Nearly regulation size and weight. The best ball for the money on the market; each ball trade-marked. One dozen balls in a box.

No. 11. Each, 10c.

Spalding Rocket Ball

This is a good bounding ball. Boys' size. The best 5-cent, two-piece cover ball on the market; one dozen balls in a box.

No. 13. Each, 5c.

Montreal
Canada

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 in any of the following cities will receive attention
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Buffalo
Syracuse

Boston
Pittsburg
Baltimore

Philadelphia
Washington
New Orleans

Chicago
Cleveland
Detroit

Cincinnati
Kansas City
St. Louis

San Francisco
Denver
Minneapolis

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THE SPALDING
GUARANTEES
QUALITY



TRADE-MARK
ACCEPT NO
SUBSTITUTE

Players' Autograph Bats



Chance Model Cobb Model Brannahan Model Stone Model Huggins Model Keeler Model

FOR THE PAST THIRTY YEARS or since our Base Ball Bat Factory was established, we have turned out special model bats to suit the leading players of the prominent professional leagues, and our records will show hundreds of different bats made in accordance with the ideas of the individual player, many of whom have been league record-makers.

The models that have been adopted have been duplicated by us from time to time as they have required additional bats, and in hundreds of cases we have been requested to furnish to other players duplicate bats that have been made for and used by well-known players.

In order to satisfy the ever-increasing demand from our customers for bats of the same models as used by leading players, we have obtained permission from many of the leading batters of the country to include in our line of high-grade bats these "Players' Autograph" bats, bearing their signature.

Space will not permit us to include a description of all the various models, but the following models have been selected as examples of what we are producing in this special "Players' Autograph" Bat Department:

<i>Frank L. Chance</i> Autograph Model	This is a very large Bat with a fairly thick handle. Bats supplied will not weigh less than 45 nor over 48 ounces.
<i>Tyner R. Cobb</i> Autograph Model	This is also a large Bat, almost the same length as the Chance Model, but with much less wood, especially in the handle part of the Bat. Bats supplied will not weigh less than 41 nor over 44 ounces.
<i>Popper & Brannahan</i> Autograph Model	This is a different shaped Bat than either of above, somewhat shorter, medium thick handle and rounded end. Bats supplied will not weigh less than 41 nor over 43 ounces.
<i>Geo. F. Stone</i> Autograph Model	This Bat is of good bulk, with a medium thick handle. Bats supplied will not weigh less than 40 nor over 42 ounces.
<i>Willie J. Huggins</i> Autograph Model	A short Bat with a small handle, but good bulk in balance of Bat. Bats supplied will not weigh less than 39 nor over 41 ounces.
<i>Wm. H. Keeler</i> Autograph Model	This model and the Chance Bat touch the two extremes in models and weights used by the great majority of prominent professional players. The Keeler Model is short and has fairly thin handle. Bats supplied will not weigh less than 36 nor over 39 ounces.

No. PA. Plain oil finish. Price, \$1.00 Each.

CORRESPONDENCE If you wish any particular model bat, and will describe the bat you require, the length, weight and full description of same, and address any of our branch stores, the matter will be taken up, with the hope of furnishing our customers with the exact model and style and weight of bat that they require. This will come under our Special Players' Autograph Bat Department. This entire department is looked after by the manager of our Professional League Base Ball Department, who is familiar with most of the types of models used by the leading players and to whom will be referred any unusual model. As these bats are made to order only, at least two weeks' time may be required.

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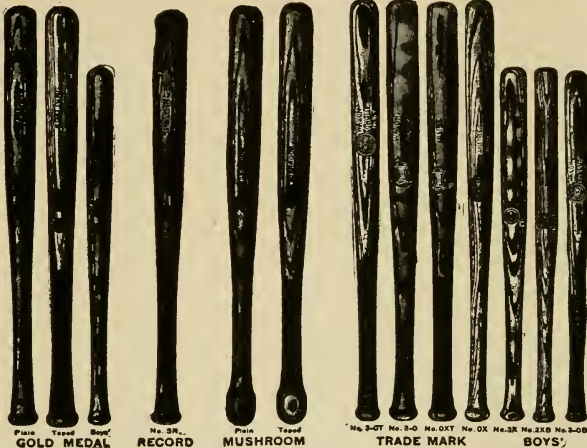
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SPALDING GOLD MEDAL BATS

No. GM.	Plain, white wax finish.	Each, \$1.00
No. GMT.	Taped, white wax finish.	1.00
No. GMP.	"Professional," special dark finish.	1.00
No. GMB.	Boys', plain, white wax finish.	.50

SPALDING MUSHROOM BATS

No. M.	Plain, special finish.	Each, \$1.00
No. MT.	Taped, taped handle.	1.00

SPALDING RECORD BATS

No. SR.	Plain oil finish.	Each, \$1.00
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SPALDING TRADE MARK BATS

No. 3-OT.	Wagon Tongue, taped, special finish.	Each, \$.50
No. 3-O.	Wagon Tongue, plain handle.	.50
No. OXT.	"Axletree," tape wound handle.	.35
No. OX.	"Axletree," plain handle.	.25
No. 3X.	Junior League, plain, spotted burning.	.25
No. 3-OB.	Boys', Wagon Tongue, taped, special finish.	.25
No. 2XB.	Boys', good quality ash, varnished.	.10

For
 complete
 descriptions
 and illus-
 trations of
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 and all
 Accessories
 for
BASE BALL
 see
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 Base Ball
 Catalogue
 for 1908.
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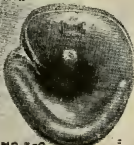
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NO. 9-0



NO. 8-0



NO. 7-0



NO. 6-0



NO. 5-0

Spalding Base Ball Catchers' Mitts

Spalding "Three and Out" [Pat. Jan. 2, 1906]

No. 9-0. **MOLDED FACE.** A masterpiece of care and attention. Only leather perfectly tanned is used; best hair felt padding; no seams or rough places. . . Each, \$8.00

Spalding "Professional"

No. 8-0. Face of white buck, specially selected and best quality. Made in accordance with ideas of the best professional catchers. \$7.00

[Pat. May 8, 1906] **Spalding "Scoop"** (Reg. U. S. Pat. Off.)

No. S. An entirely new idea. The "scoop" is stiffened with sole leather, fully protecting ends of the fingers. . . . Each, \$10.00

Spalding "International"

No. 7-0R. Superior quality black calfskin, best padding. Each, \$7.00

Spalding "Perfection"

No. 7-0. Best quality brown calfskin throughout. . . . Each, \$6.00

Spalding "League Extra"

No. 5-0. Special drab tanned buck, very soft and pliable. Each, \$5.00

Spalding "League Special"

No. 4-0. Face of special gray tanned buck. . . . Each, \$4.00

Spalding "Decker Patent"

No. 0X. Face of velvet tanned brown leather, heavy piece of sole leather on back for protection to fingers. . . . Each, \$3.50

No. 3-0. Good quality black calfskin; heavy piece of sole leather on back for extra protection to fingers. . . . Each, \$3.50

All Styles made in Rights and Letts.

For full descriptions and illustrations of Catchers' Mitts see new Spalding Base Ball Catalogue.

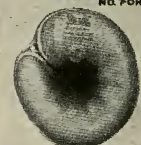
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NO. 9-0



NO. 8-0



NO. 7-0



NO. 6-0



NO. 5-0

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SPALDING "INTERSTATE" CATCHERS' MITT

No. 0. Prof. model, face velvet tanned brown leather, back selected buck, patent lace back. Each, \$3.00

SPALDING "DECKER PATENT" CATCHERS' MITT

No. 0R. Black leather, heavy sole leather finger protector on back, patent lace back. Each, \$2.50

SPALDING "INTER-CITY" CATCHERS' MITT

No. 0A. Brown velvet tanned leather, patent lace back, reinforced and laced at thumb. Each, \$2.00

SPALDING "SEMI-PRO" CATCHERS' MITT

No. 1R. Black leather, patent lace back. Each, \$2.00

SPALDING "AMATEUR" CATCHERS' MITT

No. 1A. Face and finger piece of gray buck, perspiration proof, very durable, patent lace back. Each, \$1.75

SPALDING "BACK-STOP" CATCHERS' MITT

No. 1C. Good quality special tanned pearl colored leather face, patent lace back. Each, \$1.50

SPALDING "ASSOCIATION" MITT

No. 2R. Black leather face and finger-piece, gray buck sides and back, very durable, pat. lace back. Ea., \$1.00

SPALDING "CLUB" MITT

No. 2A. Extra quality white buck face and finger-piece, well padded, patent lace back. Each, \$1.00

SPALDING "PRACTICE" MITT

No. 1B. Face and back special tanned brown buck, sides of firm leather, well padded. Each, \$1.00

SPALDING "INTERSCHOLASTIC" MITT

No. 3R. Large size, good quality black leather. Ea., 75c.

SPALDING "PUBLIC SCHOOL" MITT

No. 4. Large size, improved style, face and back of special tanned buck, extra heavily padded. Each, 50c.

SPALDING "BOYS' AMATEUR" MITT

No. 4R. A very well made junior size mitt, black leather face and back and white side strip. Each, 50c.

SPALDING "BOYS' FAVORITE" MITT

No. 4B. A most popular mitt, face and back of special tanned buck, well padded. Each, 35c.

SPALDING "BOYS' DELIGHT" MITT

No. 5. Improved style, face and back made of special tanned buck, well padded. Each, 25c.

ALL STYLES MADE IN RIGHTS AND LEFTS

For complete descriptions and illustrations of Mitts, see Spalding's Base Ball Catalogue. Mailed Free.

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SPALDING BASEMEN'S MITTS



NO.
AX



NO.
BX



NO.
BXR



NO.
BXS



NO.
CX

Spalding "League Special" No. AX Basemen's Mitt
No. AX. Special professional model. Finest quality white tanned buckskin face, back and lining; lacing all around and at thumb. Each, \$4.00

Spalding "League Special" No. BX Basemen's Mitt
No. BX. Fine selected and specially tanned brown calfskin face, back and lining; lacing all around. \$4.00

Spalding "League Special" No. BXR Basemen's Mitt
No. BXR. Specially selected finest quality black calfskin face, back and lining; lacing all around. \$4.00

Spalding "League Special" No. BXS Basemen's Mitt
No. BXS. Special professional model. Finest selected brown calfskin face, back and lining; lacing all around and at thumb. Each, \$4.00

Spalding "Professional" Basemen's Mitt
No. CO. Very durable olive calfskin face, back and lining. Padded and laced all around. Each, \$3.00

Spalding "Semi-Pro" Basemen's Mitt
No. CX. Face of specially tanned slate-color leather; back of firm tanned brown leather; extra well padded. Strap-and-buckle fastening. Each, \$2.50

Spalding "Amateur" Basemen's Mitt (Black)
No. CXR. Black calfskin face, black leather back and lining. Well padded, no hump. Each, \$2.00

Spalding "Amateur" Basemen's Mitt
No. CXS. Brown buck leather face, brown tanned leather back and lining. Well padded, no hump. \$2.00

Spalding "Double Play" Basemen's Mitt
No. DX. Men's size. Oak tan specially selected leather, laced all around. Very easy fitting. Each, \$1.50

Spalding "League Jr." Basemen's Mitt
No. EX. Good quality white leather, laced all around. Suitably padded. Will give good service. Each, \$1.00

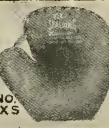
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NO.
CX



NO.
CXR



NO.
CXS



NO.
DX



NO.
EX

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SPALDING FIELDERS' MITTS

Spalding "League Extra" Pitchers' and Basemen's Mitt
No. 1F. The nearest approach yet made to an all around mitt. Face of special quality white buck, balance special brown calfskin. Correctly padded; no hump. Laced all around and at thumb. Each, \$4.00

Spalding "League Special" Fielders' Mitt
No. 2F. Molded brown calfskin face; extra full thumb, laced; leather lined. Each, \$3.00

Spalding "League Special" Fielders' Mitt
No. 3F. Specially tanned black calfskin; best felt padding; laced at thumb; leather lined. Each, \$3.00

Spalding "League Special" Fielders' Mitt
No. 4F. Very best and softest white tanned buckskin; thumb and at wrist extra well padded; laced thumb; leather lined. Each, \$3.00

Spalding "Professional" Fielders' Mitt
No. 5F. Specially tanned drab leather, well padded with fine felt; leather lined, carefully finished, laced thumb. Strap-and-buckle fastening at back. \$2.00

Spalding "Semi-Pro" Fielders' Mitt
No. 6F. Face of white tanned buckskin, brown leather back; leather lined; laced thumb. Each, \$1.50

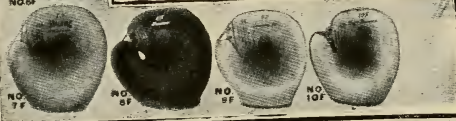
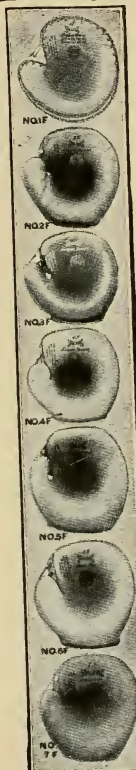
Spalding "Amateur" Fielders' Mitt
No. 7F. Good brown cape leather, well padded, leather lined; reinforced and laced at the thumb. Strap-and-buckle fastening at back. Each, \$1.00

Spalding "Amateur" Fielders' Mitt (Black)
No. 8F. Good quality black tanned leather; well padded, leather lined; reinforced and laced at thumb. Strap-and-buckle fastening at back. Each, \$1.00

Spalding "League Jr." Fielders' Mitt
No. 9F. A very popular boys' mitt; buck tanned leather, well padded; reinforced and laced at thumb. 50c.

Spalding "Boys' Favorite" Mitt
No. 10F. Special tanned buck, well padded and substantially made; laced at thumb. Each, 25c.

ALL STYLES MADE IN RIGHTS AND LEFTS



Complete descriptions and prices in Spalding's Base Ball Catalogue. Mailed free.

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NO. PXL



NO. RXL



NO. 2XR



NO. 2XS



NO. PBL



NO. PX

Spalding "Professional" Infielders' Glove
No. PXL. Best ever made, finest buckskin, heavily padded at edges, no heel pad, design from prof's ideas, leather lined. \$3.50

Spalding "Intercollegiate" Infielders' Glove
No. 2X. Selected velvet tanned buckskin, finest felt padding leather lined. Ea., \$3.00

Spalding "League Extra" Infielders' Glove
No. RXL. Absolutely highest quality. Black calf, material, etc., like PXL. Each \$3.50

Spalding "Inter-City" Infielders' Glove
No. 2XR. Prof. style, padded little finger and extra large thumb, leather lined. Ea. \$2.50

Spalding "International" Infielders' Glove
No. 2XS. Best vel. tanned buckskin, popular with professionals, leather lined. Ea., \$2.50

Spalding "Professional Jr." Infielders' Glove
No. PBL. Best youths' glove, made like PXL, professional style, leather lined. Ea., \$2.50

Spalding "Professional" Infielders' Glove
No. PX. Finest buckskin, heavily padded around edges and into little finger. \$3.00

Spalding "League Extra" Infielders' Glove
No. RX. Black calfskin, quality and design same as PX, highest quality. Each, \$3.00

Spalding "League Special" Infielders' Glove
No. XW. Specially tanned calfskin, best felt no heel pad, extra long to protect wrist. \$2.50

Spalding "Semi-Pro" Infielders' Glove
No. 3X. Good quality oil tanned lea., special finish, no heel pad, correctly padded. \$2.00

Spalding "Professional Jr." Infielders' Glove
No. PB. Youths'. Material, etc., as PX \$2.00

Spalding "Association" Infielders' Glove
No. 4X. White buck, no heel pad, Ea., \$2.00

Spalding "Amateur" Infielders' Glove
No. 3XR. Black lea., extra large thumb. \$2.00

Spalding "Club Special" Infielders' Glove
No. XL. White buck, no heel pad. Ea., \$1.50

Spalding "Champion" Infielders' Glove
No. X. White buck, leather lined. Ea. \$1.50

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NO. PX



NO. RX



NO. 2XR



NO. 2XS



NO. PBL



NO. PX

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- Spalding "Practice" Infielders' Glove**
 No. XS. Good quality white velvet tanned leather, well finished; inside hump. Each, \$1.25
- Spalding "Interscholastic" Infielders' Glove**
 No. 13. White velvet tanned leather, correctly padded and very durable. Each, \$1.00
- Spalding "Regulation" Infielders' Glove**
 No. 15. Brown tanned leather, correctly padded and well made; leather lined. Each, \$1.00
- Spalding "Regulation" Infielders' Glove**
 No. 15R. Black tanned leather, leather lined. \$1.00
- Spalding "Public School" Infielders' Glove**
 No. 12. Full size, white velvet tan leather. Ea., 75c.
- Spalding "League Junior" Infielders' Glove**
 No. 16R. Black leather, lightly padded, but extra long, leather lined. Each, 75c.
- Spalding "Junior" Infielders' Glove**
 No. 16. Full size, white vel. tan lea., ex. long. Ea., 50c
- Spalding "Boys' Amateur" Infielders' Glove**
 No. 14. Youths' prof. style; buck tan white leather, padded, inside hump, leather lined. Each, 50c.
- Spalding "Boys' Favorite" Infielders' Glove**
 No. 19. Made of buck tanned white leather, lightly padded and size suitable for larger boys. Each, 25c.
- Spalding "Boys' Delight" Infielders' Glove**
 No. 18. Made of buck tanned white leather, padded and with inside hump. Each, 25c.



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Spalding Inflated Body Protectors

We were the first to introduce an inflated body protector, made under the Gray patent, and the method used then has been retained in the improved style, with the addition of a special break at the bottom which makes it more pliable and convenient. Made of best rubber, inflated with air.



- No. 2-0. Full protection; large size. Covering of special imported material, and in every particular the best protector made. \$8.00
- No. 0. Full protection; large size. Best grade covering and a very durable protector. Each, \$6.00
- No. 0. League. Same in every particular as we have been supplying for years to most of the prominent League catchers. \$5.00
- No. 1. Amateur. Quality and design same as we have been furnishing for years past; full size. Each, \$4.00
- No. M. Interscholastic. Full size and very well made. Each, \$3.00
- No. 2. Youths'. Well made and good size. Each, \$2.50

Spalding Umpires' Body Protectors

- Best quality. Give length and width required when ordering.
- No. L. Large size. Ea., \$10.00 | No. S. Special design. Ea., \$10.00
- Spalding Base Ball Catalogue Mailed Free.*

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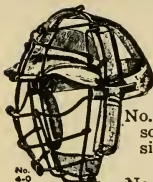
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"Sun Protecting" Mask
No. 4-0. Finest steel wire, extra heavy black finish. Molded leather chin-strap; hair-filled pads, including forehead pad and special elastic head-band. \$4.00



"Special Soldered" Mask
No. 6-0. Each crossing of the wire very heavily soldered. Black finish, continuous padding on sides; detachable cloth sun-shade. Each, \$4.00



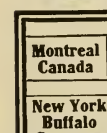
"Neck Protecting" Mask
No. 3-0. Affords absolute protection to the neck without interfering. Finest steel wire; pads hair-filled. . . . Each, \$3.50



"National Association" Mask
No. 2-0. Extra heavy best annealed steel wire; hair-filled padding . . . Each, \$2.50



"Semi-Pro" League Mask
No. 0-P. Extra heavy best annealed steel wire, continuous side pads, leather . . . Each, \$2.50



"Regulation League" Masks
No. 0X. Men's size, heavy annealed steel wire. Improved leather covered pads. Each, \$2.00
No. 0XB. Same as 0X, for youths. Each, \$1.75
No. 0. Men's, heavy annealed steel wire. \$1.50

"Amateur" No. A Mask
No. A. Men's size, black enameled steel wire, leather covered pads, forehead pad. Each, \$1.00

"Boys' Amateur" No. B Mask
No. B. Same as No. A, for youths. Each, \$1.00

"Regulation" No. L Mask
No. L. Men's, bright wire, same as "Amateur No. A," no head or chin-piece. Each, 75c.

"Youths'" No. C Mask
No. C. Bright wire, well made, leather covered pads. 50c.

No. D. Bright wire, good mask for boys. Each, 25c.

Umpires' Mask
No. 5-0. Has neck-protecting attachment and special ear protection, nicely padded; no heavier than the regular style. . . Each, \$5.00



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SPALDING BASE BALL SHOES

Spalding Highest Quality Shoe

No. 2-0. Hand made throughout; specially selected kangaroo leather. No pains or expense have been spared in making this shoe not only the very highest in quality, but perfect in every other detail. The plates are of the finest hand-forged razor steel and are firmly riveted to heel and sole. . . . Per pair, \$7.00

Spalding Sprinting Shoe

No. 30-S. Made of selected kangaroo leather and built on our famous running shoe last. This shoe is strongly made, and, while extremely light in weight, will be found substantial in construction. Hand sewed and a strictly bench made shoe. Per pair, \$7.00

Spalding "Featherweight" Shoe

The Lightest Base Ball Shoe Ever Made.

Size of Shoe—	5	6	7	8	9
Weight (Ozs.)	17	17½	18	19	20

No. FW. Owing to the lightness and fineness of its construction, it is suitable for the exacting demands of the fastest players, and is not intended for general use or for the ordinary player. Hand sewed and a strictly bench made shoe. Per pair, \$7.00

Spalding Club Special

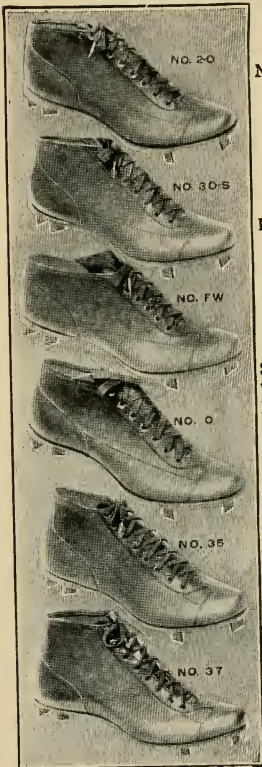
No. 0. Carefully selected satin calfskin, machine sewed; substantially constructed, first-class shoe in every particular. Steel plates riveted to heel and sole. Pair, \$5.00

Spalding Amateur Special

No. 35. Made of good quality calfskin, machine sewed; a serviceable and durable shoe; specially recommended. Plates riveted to heel and sole. . . . Per pair, \$3.50

Spalding Junior

No. 37. A leather shoe, made on regular base ball shoe last. Plates riveted to heel and sole. An excellent shoe for the money but not guaranteed. . . . Per pair, \$2.50



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The Spalding Uniform No. 0—Highest Grade Made
 Workmanship and material very highest quality throughout. Consisting of Shirt, Pants, Cap, Belt and Stockings. The Spalding Uniform No. 0. Complete, \$15.00
 Net price clubs ordering for *entire team*. Suit, **\$12.50**



The University Uniform No. 1
 Equal to No. 0 Uniform, but slightly lighter. Consisting of Shirt, Pants, Cap, Belt and Stockings. University Uniform No. 1. Complete, \$12.50
 Net price clubs ordering for *entire team*. Suit, **\$10.00**



The Interscholastic Uniform No. 2
 One of our most popular suits, and will give the best of satisfaction. Can usually be worn two seasons. Consisting of Shirt, Pants, Cap, Belt and Stockings. Interscholastic Uniform No. 2. Complete, \$10.00
 Net price clubs ordering for *entire team*. Suit, **\$8.00**



The Minor League Uniform No. M
 Well made of very durable material. Consisting of Shirt, Pants, Cap, Belt and Stockings. Minor League Uniform No. M. Complete, \$9.00
 Net price clubs ordering for *entire team*. Suit, **\$7.50**



The Club Special Uniform No. 3
 Well finished; a most excellent outfit for amateur clubs. Consisting of Shirt, Pants, Cap, Belt and Stockings. Club Special Uniform No. 3. Complete, \$6.00
 Net price clubs ordering for *entire team*. Suit, **\$5.00**



The Amateur Special Uniform No. 4
 Very popular with the younger base ball players. Consisting of Shirt, Pants, Cap, Belt and Stockings. Amateur Special Uniform No. 4. Complete, \$5.00
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The Spalding Junior Uniform No. 5
 Made expressly for clubs composed of boys and youths. Consisting of Shirt, Pants, Cap, Belt and Stockings. Spalding Junior Uniform No. 5. Complete, \$4.00
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 No extra charge for lettering any of above shirts with club name nor for detachable sleeves. Extra charge for all lettering on caps.



The Spalding Youths' Uniform No. 6
 The Spalding Youths' Uniform No. 6. Very well made of good quality Gray material. Consisting of **\$1.00**
 Shirt, Pants, Cap, Belt and Stockings. Complete,
 No larger sizes than 30-in. waist and 34-in. chest furnished in No. 6 uniform.
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NO. 0



NO. 1



NO. 2



NO. M



NO. CDW



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SPALDING BASE BALL COATS

- No. 0. Double Breasted Coat. Each, \$10.50
To clubs purchasing 9 or more at one time. Each, \$9.50
 No. 1. Double Breasted Coat. Each, \$10.00
To clubs purchasing 9 or more at one time. Each, \$9.00
 No. 2. Double Breasted Coat. Each, \$8.50
To clubs purchasing 9 or more at one time. Each, \$7.50
 No. M. Double Breasted Coat. Each, \$8.25
To clubs purchasing 9 or more at one time. Each, \$7.50

UMPIRE BLOUSES

- No. 0 Quality Flannel \$6.00 No. 2 Quality Flannel \$4.00
 No. 1 Quality Flannel 5.00 No. 3 Quality Flannel 3.50

SPALDING VEST SWEATER

- No. VG. Best quality worsted, heavy weight, pearl buttons. Gray or white only. Special trimmed edging and cuffs in stock colors supplied at no extra charge. \$6.00

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- No. BRC. Boys' Jacket Sweater. All wool, pearl buttons; in gray only. Well made and attractive. Each, \$2.50

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- With name of club. No charge for detachable sleeves.

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 No. 2. "Interscholastic," any style. Each, 4.00
 No. 3. "Club Special," any style. Each, 2.50
 No. 4. "Amateur Special," any style. Each, 2.00
 No. 5. "Junior," any style. Each, 1.50

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 No. 3. "Club Special," any style. Pair, 2.50
 No. 4. "Amateur Special," padded. Pair, 2.00
 No. 5. "Junior," padded. Pair, 1.50

SPALDING BASE BALL STOCKINGS

- A great variety of colors and styles. 25c. to \$1.75 pair.

SPALDING BASE BALL BELTS

- Leather, worsted and cotton web, all styles. 10c. to \$2.00

SPALDING BASE BALL CAPS

- In six qualities and all styles. 25c. to \$1.25 each.

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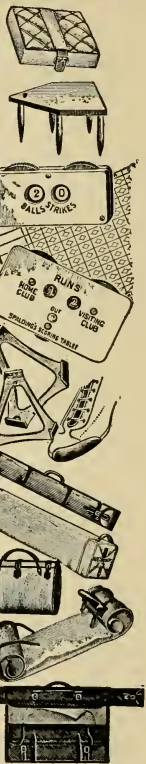


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 No. 3—Same as No. 2, to hold 6 bats. 2.00
 No. 01—Sole leather, for 2 bats. 4.00
 No. 02—Canvas, leather cap at ends. 1.50
 No. 03—Canvas, leather cap 1 end. 1.00
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 Batting Cage, Movable—Simple and strong. 50.00
 Emblems—Small size, 25c.; medium, 35c.; large, .50
 Foul Flags—Bunting, 16 x 24in., 7ft. staff. Each, 1.50
 Glove Softener—Used in place of oil or grease. Box, .10
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 No. 2-O—Hardened steel, sharpened.25
 No. 1H—Good steel, sharpened.10
 Home Plates. No. 1—White rubber. Each, 10.00
 No. C—Composition, very durable. 5.00
 Indicators, Umpire. No. O—Celluloid.50
 Pitchers' Box Plate. No. 3—White rubber. 7.50
 Pitchers' Toe Plate. No. A—Aluminum.25
 No. B—Brass.25
 Score Books. No. 1—Pocket size, paper, 7 games.10
 No. 2—Board, 22 games.25
 No. 3—Board, 46 games.50
 No. 4—Club size, board, 30 games. 1.00
 No. 5—Cloth, 60 games. 1.50
 No. 7—Cloth, 160 games. 3.00
 Score cards. Each, 5c., Doz., .25
 Scoring Tablet. No. 1—Celluloid. Each, .25
 Toe Plates. No. 3-O—Razor steel, sharpened.50
 No. O—Hardened steel, sharpened.25
 No. 1—Good steel, sharpened.10
 Pitchers', No. A—Aluminum25
 Pitchers', No. B—Brass.25
 Uniform Bags. No. 2—Fine bag leather. 6.00
 No. 1—Best heavy canvas, leather bound. 3.00
 No. 6—Canvas roll, leather straps, handle. 1.50
 No. 5—Uniform and bat bag, best canvas. 4.00
 No. 4—Uniform bag, brown canvas. 2.50

For complete descriptions, prices and illustrations of all the latest accessories for Base Ball, send for Spalding's Base Ball Catalogue, Mailed Free.



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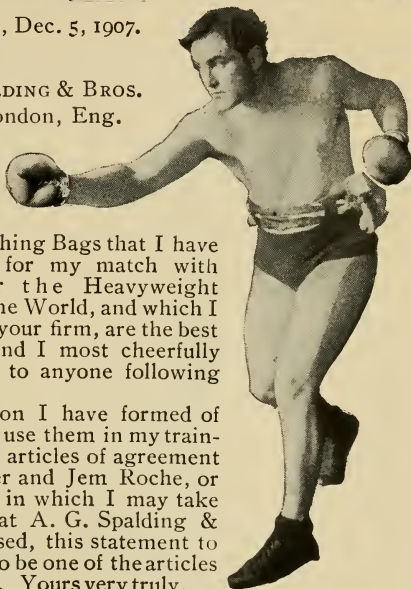
LONDON, ENG., Dec. 5, 1907.

Messrs. A. G. SPALDING & BROS.
London, Eng.

GENTLEMEN :

The Boxing
Gloves, Boots,
Sweaters and Punching Bags that I have
used in Training for my match with
Gunner Moir, for the Heavyweight
Championship of the World, and which I
have secured from your firm, are the best
I have ever used, and I most cheerfully
recommend them to anyone following
my profession.

From the opinion I have formed of
these goods I shall use them in my train-
ing, and in signing articles of agreement
to box Jack Palmer and Jem Roche, or
any future contests in which I may take
part, will insist that A. G. Spalding &
Bros.' Gloves be used, this statement to
be included in and to be one of the articles
of said agreements. Yours very truly,



Tommy Burns

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THE following index from Spalding's latest catalogues will give an idea of the great variety of athletic goods manufactured and sold by A. G. Spalding & Bros. ☞ Spalding's illustrated catalogue furnished free upon application to any of Spalding's stores—for location of which see inside front cover of this book.

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Who are A. G. Spalding & Bros.?

ALBERT G. and J. WALTER SPALDING commenced business March 1st, 1876, at Chicago, under the firm name of A. G. Spalding & Bro., with a small capital. Two years later their brother-in-law, William T. Brown, came into the business, and the firm name was then changed to A. G. Spalding & Bros.

The business was founded on the Athletic reputation of Mr. A. G. Spalding, who acquired a national prominence in the realm of Sport, as Captain and Pitcher of the Forest City's of Rockford, Ill. (1865-70), the original Boston Base Ball Club (Champions of the United States, 1871-75), and the Chicago Ball Club (1876-77), first Champions of the National League. He was also one of the original organizers, and for many years a director, of the National League of America, the premier Base Ball organization of the world. Mr. Spalding has taken an important part in Base Ball affairs ever since it became the National Game of the United States at the close of the Civil War in 1865. The returning veterans of that War, who had played the game as a camp diversion, disseminated this new American field sport throughout the country, and thus gave it its national character.

Base Ball Goods were the only articles of merchandise carried the first year. Gradually implements and accessories of Athletic Sports were added, until the firm now manufacture the requisites for all kinds of Athletic Sports. Originally the firm contracted for their supplies from outside manufacturers, but finding it impossible, by this method, to keep the standard of quality up to their high ideals, they gradually commenced the manufacture of their own goods, and by the acquisition from time to time of various established factories located in different parts of the country, are now able

to, and do manufacture in their own factories everything bearing the Spalding Trade-Mark, which stands the world over as a guarantee of the highest quality.



There are over three thousand persons employed in various capacities in A. G. Spalding & Bros.' factories and stores located in all the leading cities of the United States, Canada and England. A capital of over \$4,000,000 is employed in carrying on this business, and the annual sales exceed the total combined annual sales of all other manufacturers in the world making a similar line of goods.

A. G. Spalding & Bros. have always taken a leading part in the introduction, encouragement and support of all new Sports and Games, and the prominence attained by Athletic Sports in the United States is in a very great measure due to the energy, enterprise and liberality of this progressive concern. They were the pioneers, and in fact the founders, of the Athletic Goods Trade in America, and are now universally recognized as the undisputed Leaders in the Athletic Goods line throughout the world.

The late Marshall Field of Chicago, America's greatest Merchant, speaking of the business of A. G. Spalding & Bros., said: "I am familiar with its early career, growth and development, and when I compare its unpromising outlook and the special field for its operations that existed at its inception in 1876, with its present magnitude, I consider it one of the most remarkable mercantile successes of the world."

The millions of Athletes using them, and the thousands of dealers selling them, attest to the High Quality of Spalding's Athletic Goods, and they must determine the future history of this concern.

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are the leading manufacturers
of Athletic Goods in the world.

SPALDING'S

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A separate book covers each sport
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